



# "You Forgot Your Floaties"

1025-197

Final Board

Date 09/05/14

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board
- ☒ Design Board 09/05/14
- ☒ Final Board

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Supervising Director  
Andres Salaff

Storyboard by  
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Animation Studio  
SAEROM

SEP 18 2014

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1025/197

1025/197

1025/197



1025/197

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# ADVENTURE TIME



Page 1

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night

Dialog:
Action:
Timing:

SEP 18 2014

EPISODE # 1025-197

Production:

1025/197

1025/197



# ADVENTURE TIME



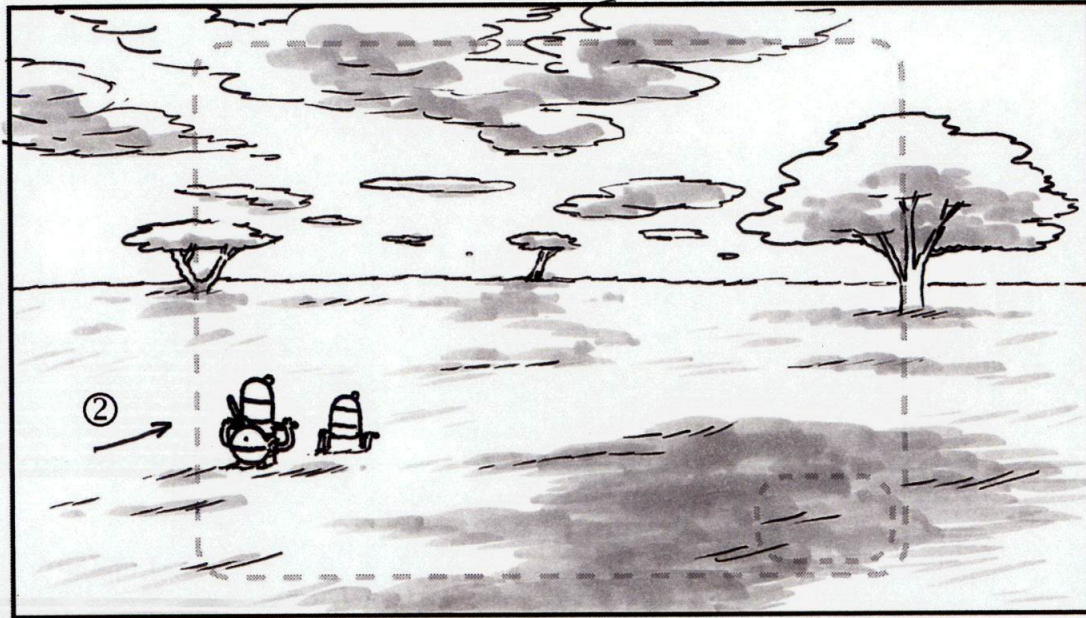
Page 2

Sc. 01

Pnl. A

Bg.

day night

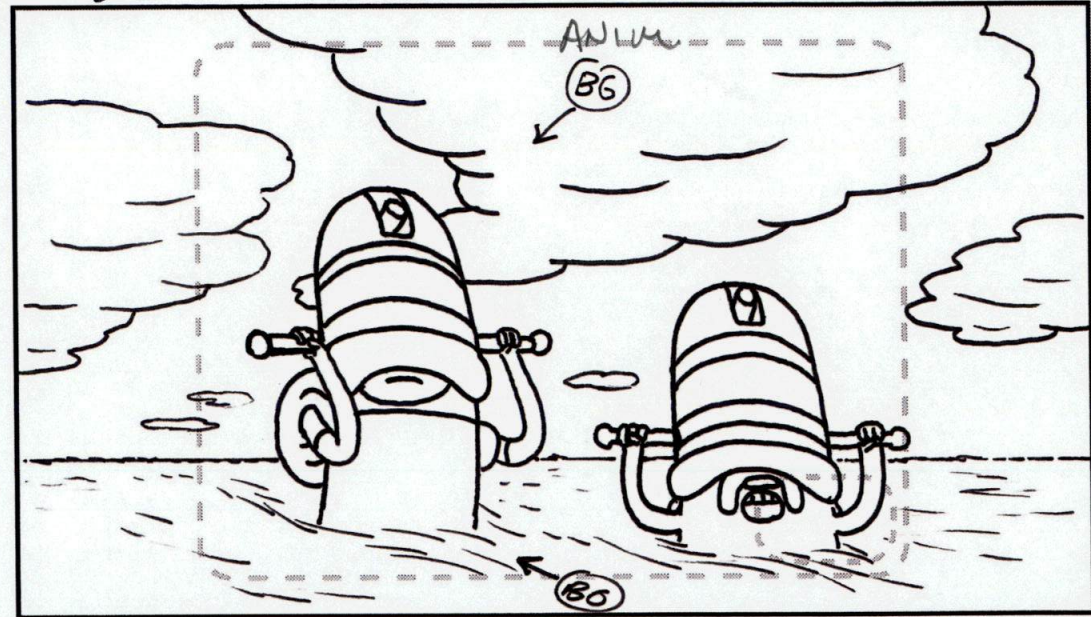


Sc. 02

Pnl. A

Bg.

day night



Dialog:

Finn/ There goes!  
There goes!

Take/ You peep it bro?

Action:

F+J running through tall grass

SEP 18 2014

Timing:

①



1025-197

EPISODE #

1025/197

Production:

1025/197

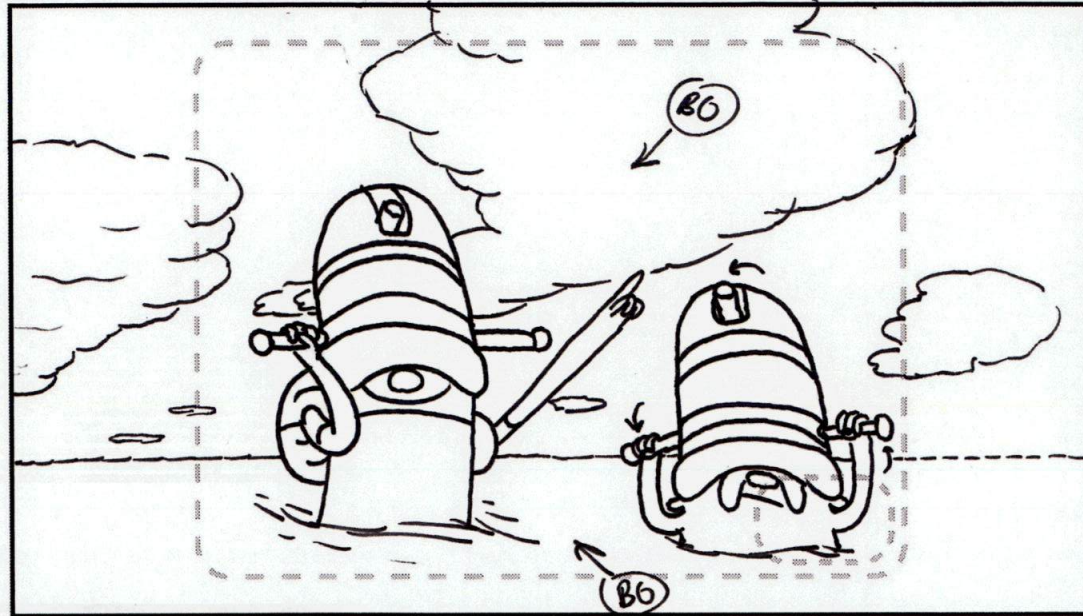


# ADVENTURE TIME

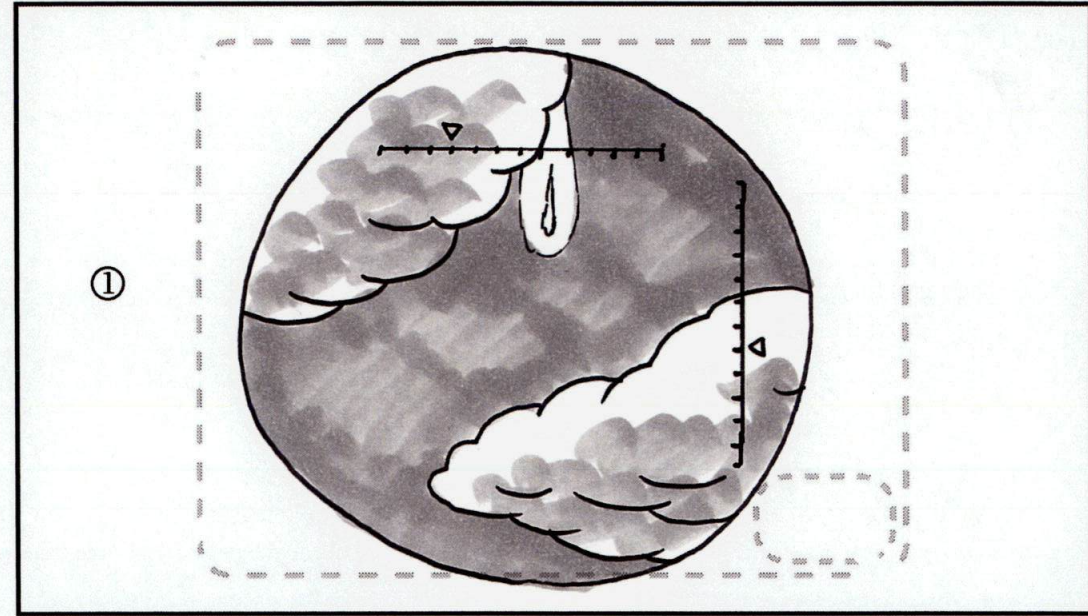


Page 3

Sc. 02 CONT Pnl. B Bg. day night



Sc. 03 Pnl. A Bg. day night

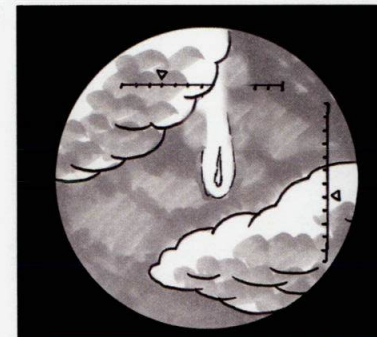


Dialog: *Finn / Yonder goes!* *Finn! Glob's helmet comin' in fast!*

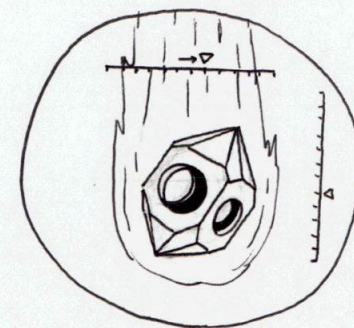
Action:

Timing:

②



SEP 18 2014



③

1025-197

EPISODE #

1025/197

Production:

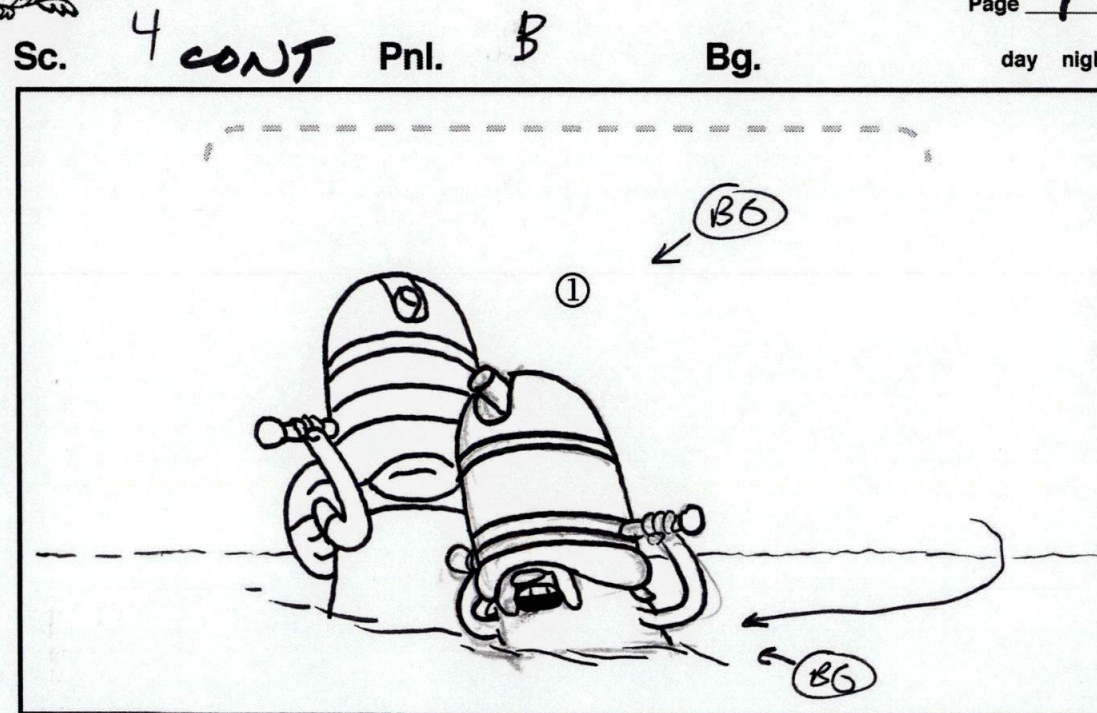
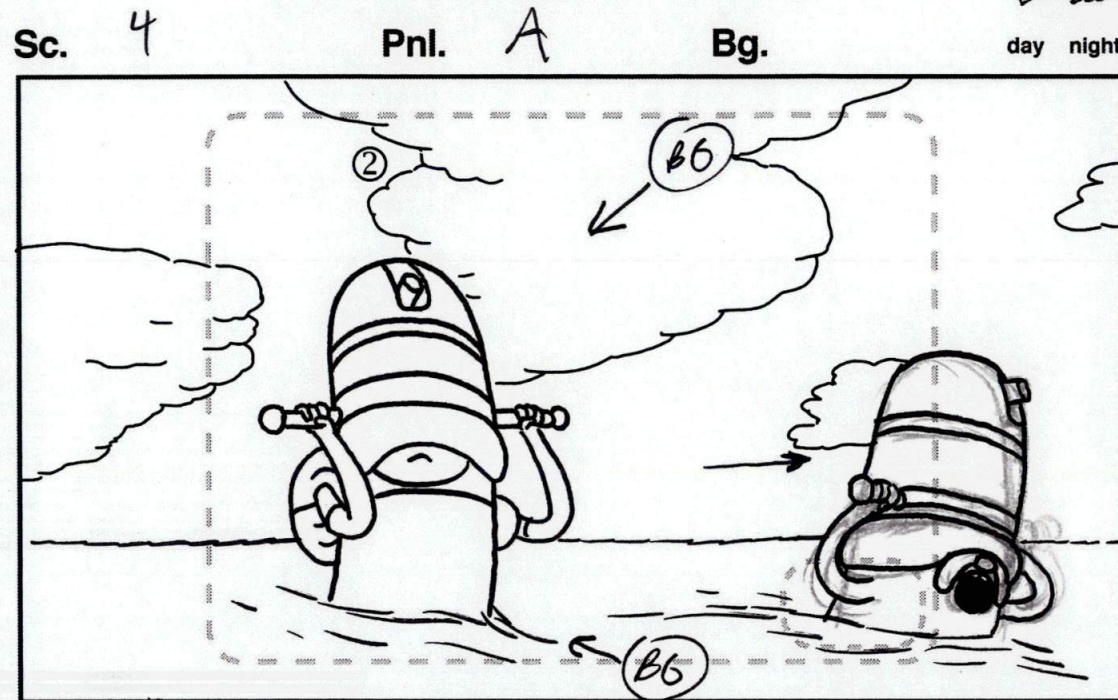
1025/197



# ADVENTURE TIME



Page 4  
day night



Dialog: Jake yo I'm zoomed in too far

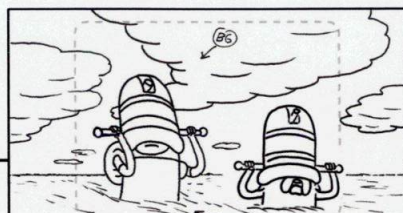
J/ it's makin' me sick

Action: - JAKE SWERVES BACK AND FORTH

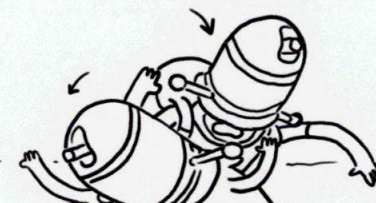
SEP 18 2014

Timing:

①



②



1025/197

1025-197

EPISODE #

1025/197

Production:



# ADVENTURE TIME



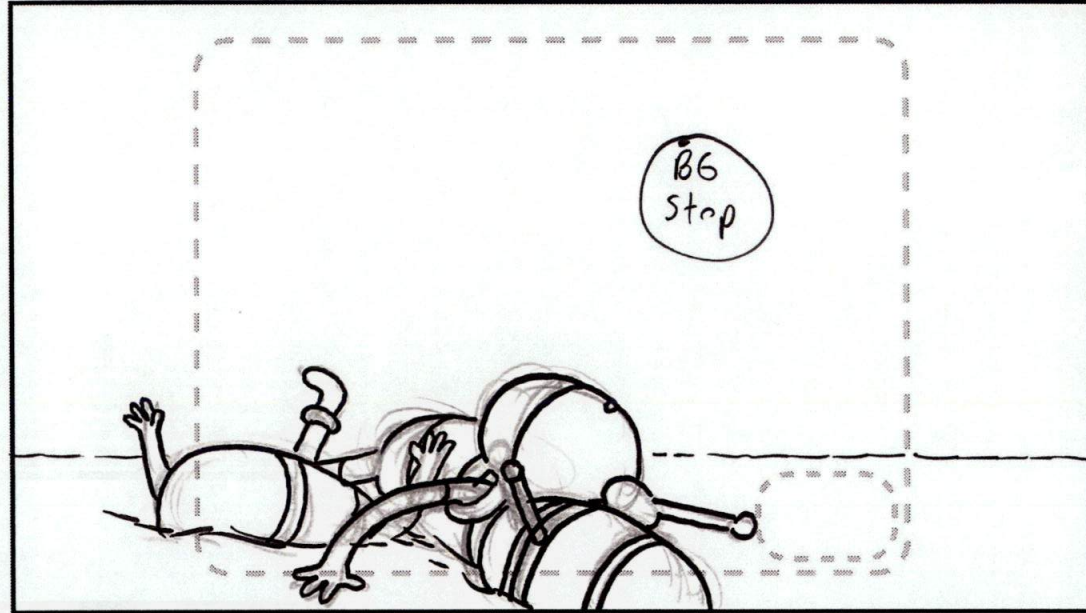
Page 5

Sc. 04 *CONT*

Pnl. *C*

Bg.

day night

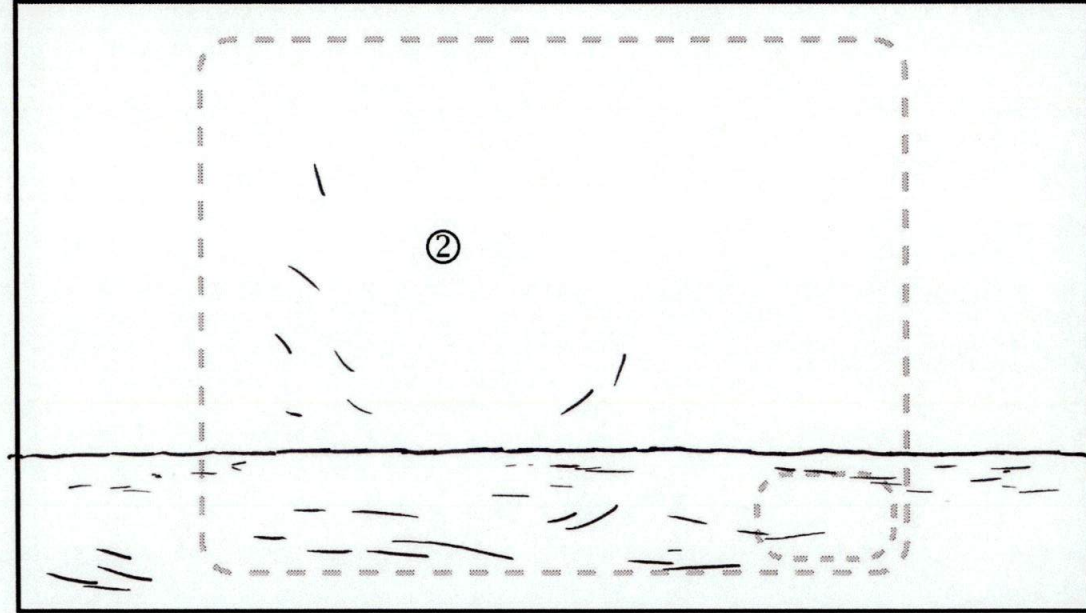


Sc. 04 *CONT*

Pnl. *D*

Bg.

day night



Dialog:

F+J / WULPH! :

Action:

-finn trips over Jake  
- they fall into grass

Timing:



SEP 18 2014

EPISODE #

1025-197

Production:

1025/197

1025/197



# ADVENTURE TIME



Page 6

Sc. 04 *CONT*

Pnl. *E*

Bg.

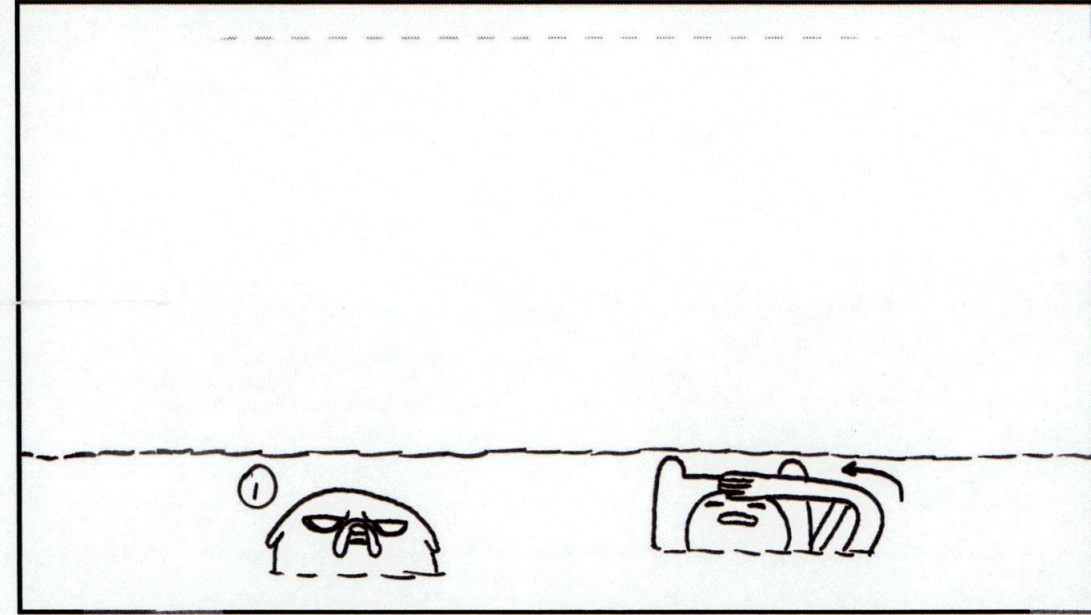
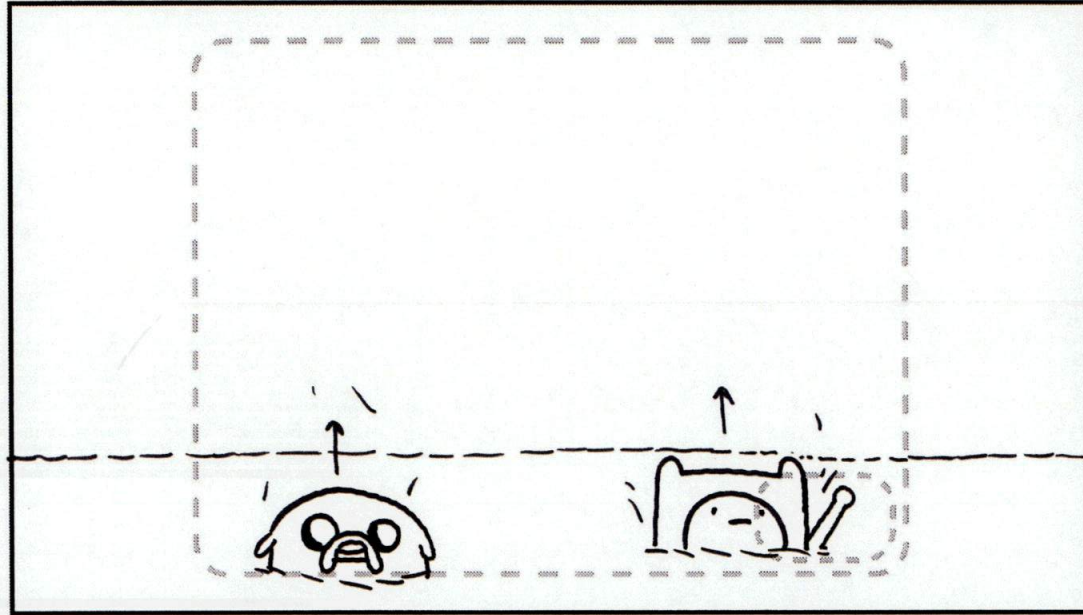
day night

Sc. 04 *CONT*

Pnl. *F*

Bg.

day night



Dialog:

*Finn/① see it?*  
*② Jake/:-Burp:-*

Action:

*-F+J pop out of grass*

Timing:



SEP 18 2014

1025-197

EPISODE #

Production:

1025/197

1025/197

1025/197



# ADVENTURE TIME



Page **7**

Sc. 05

Pnl. A

Bg.

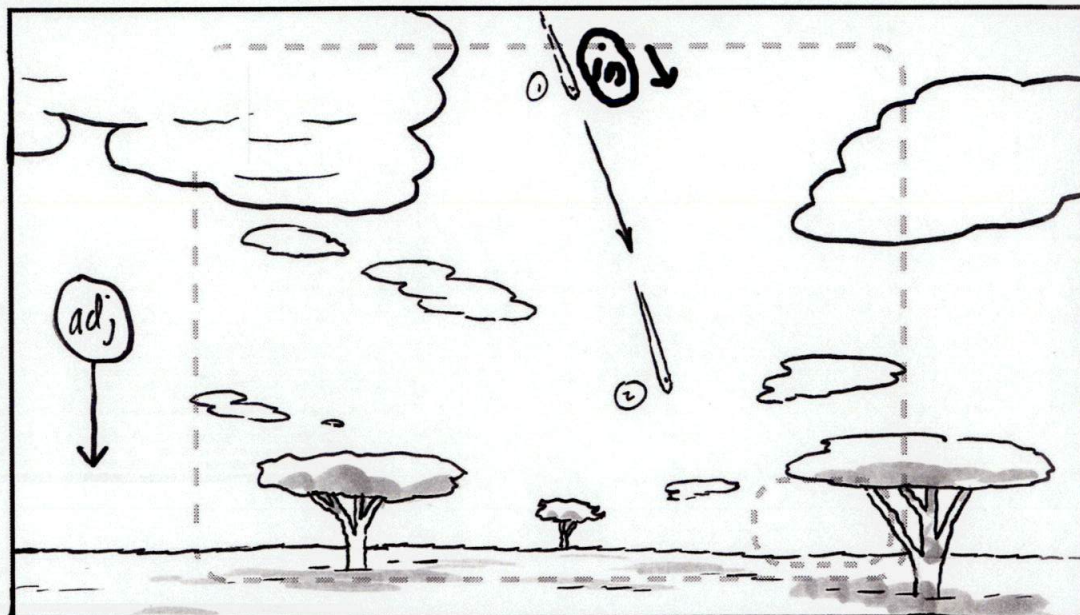
day night

Sc. 05 *CONT*

Pnl. B

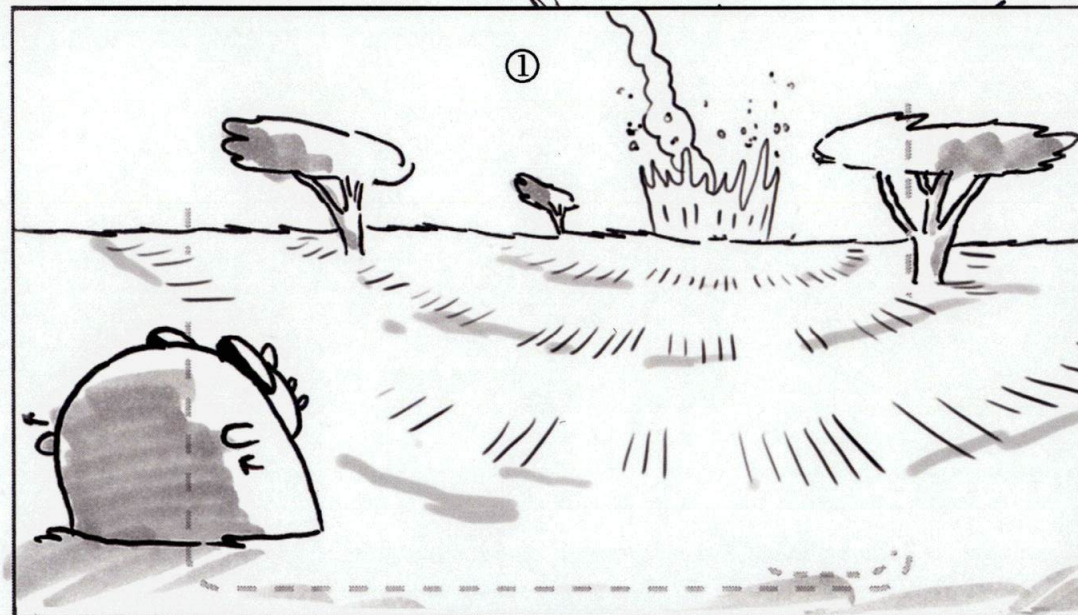
Bg.

day night



Jake/ see's it!

- ADJ. W/ HELMET



SFX/ BOOM!

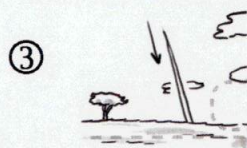
Jake/ woah!

grass ripples from explosion

Jakes ears flap back

SEP 18 2014

Timing:



②



EPISODE #

Production:

1025-197

1025/197

1025/197

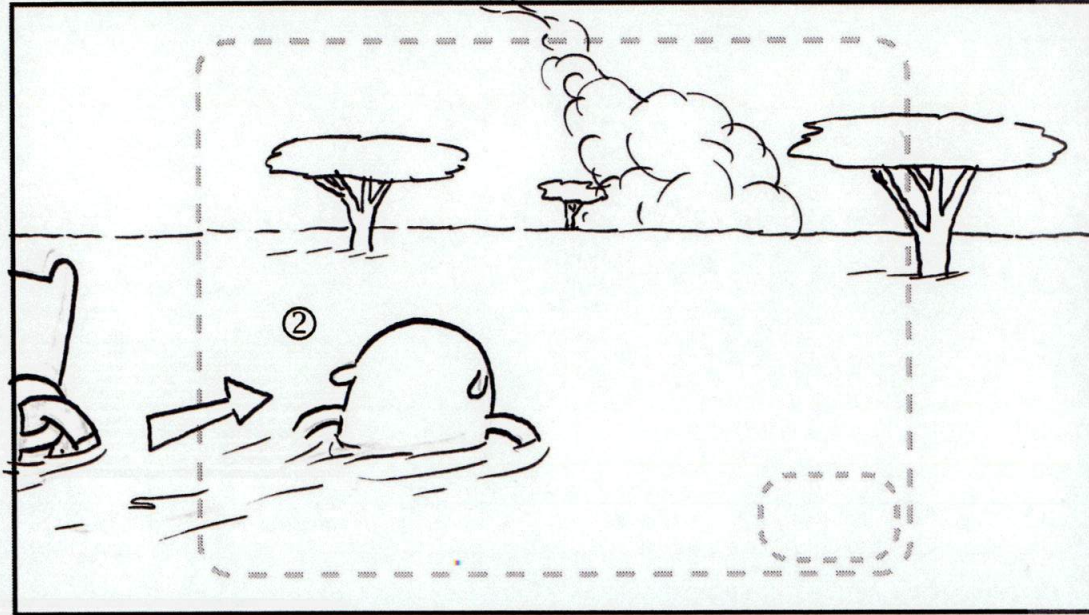


# ADVENTURE TIME

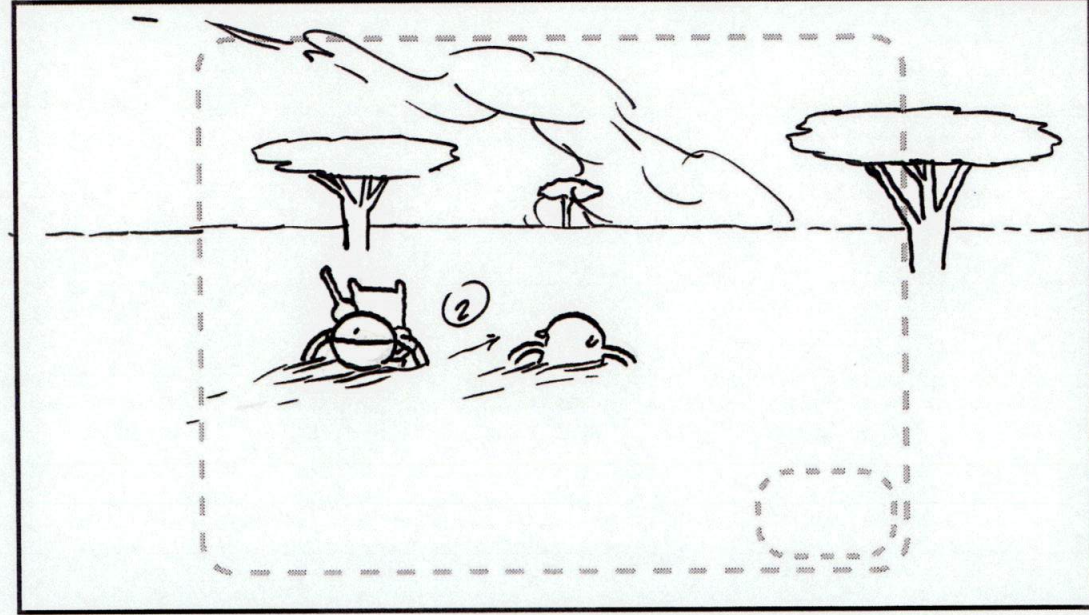


Page **8**

Sc. **05 CONT** Pnl. **C** Bg. day night



Sc. **5 CONT** Pnl. **D** Bg. day night



Dialog:

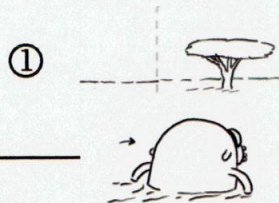
Jake/ ① Good thing it sprinkled ② this morning, right?

Action:

- F + J RUN FORWARD THROUGH TALL GRASS.  
- SMOKE RISES FROM IMPACT POINT.

SEP 18 2014

Timing:



EPISODE #

Production:

1025-197

1025/197

1025/197

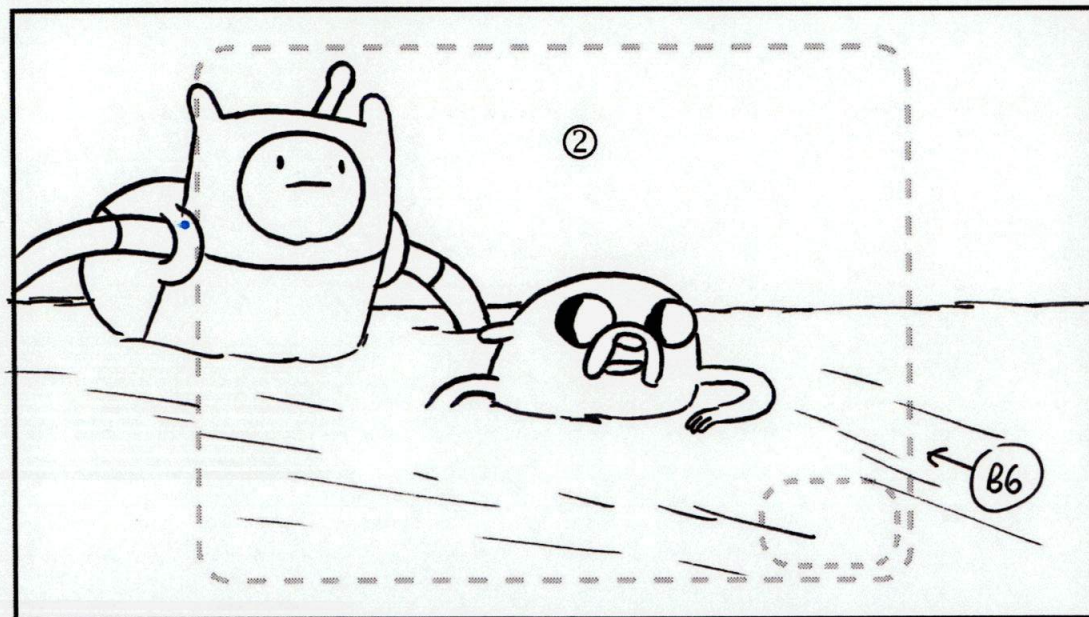


# ADVENTURE TIME

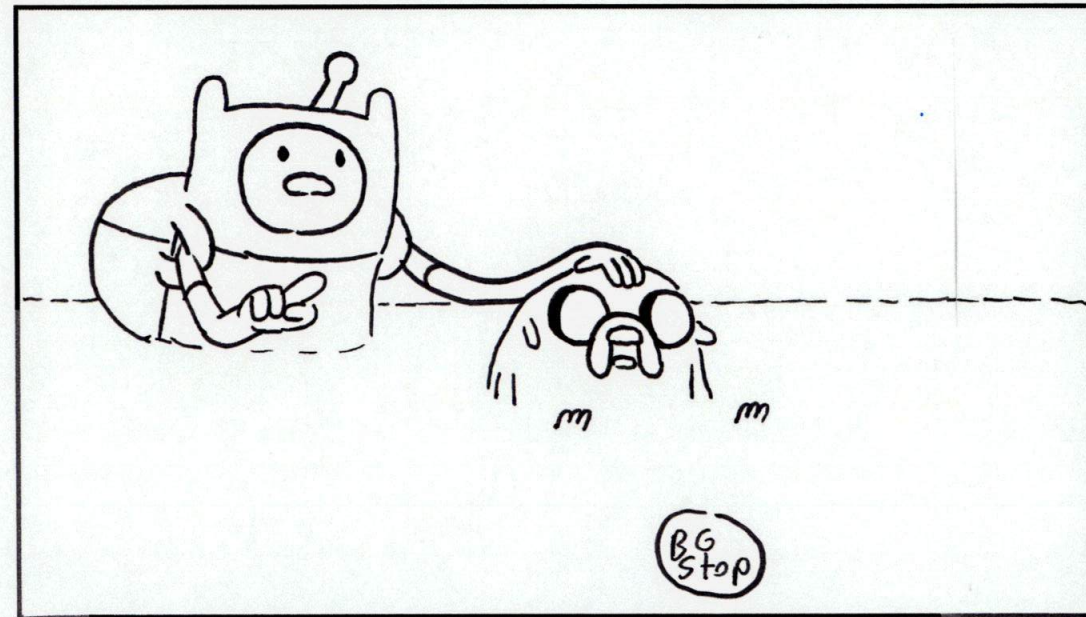


Page 9

Sc. 6 Pnl. A Bg. day night



Sc. 6 CONT Pnl. B Bg. day night



Dialog: Jake/ This tall wet grass feels good on my legs.

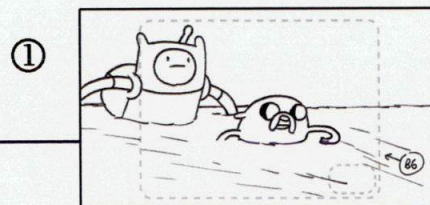
Finn/ Huhwha who's that?

Action:

- F. STOPS JAKE AND POINTS

SEP 18 2014

Timing:



EPISODE #

1025-197

1025/197

Production:

1025/197



# ADVENTURE TIME



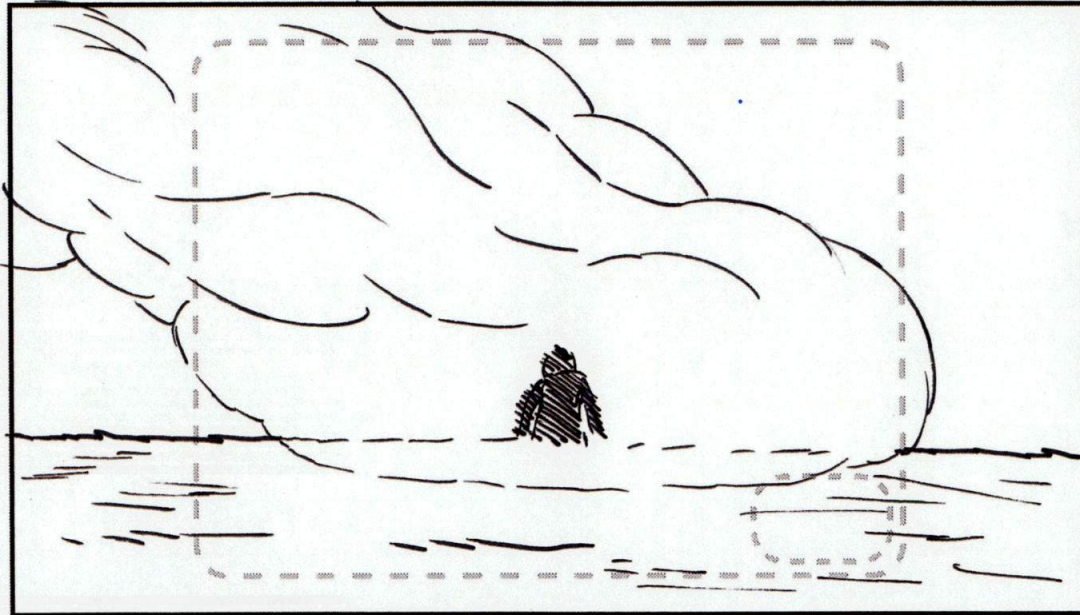
Page 10

Sc. 07

Pnl. A

Bg.

day night

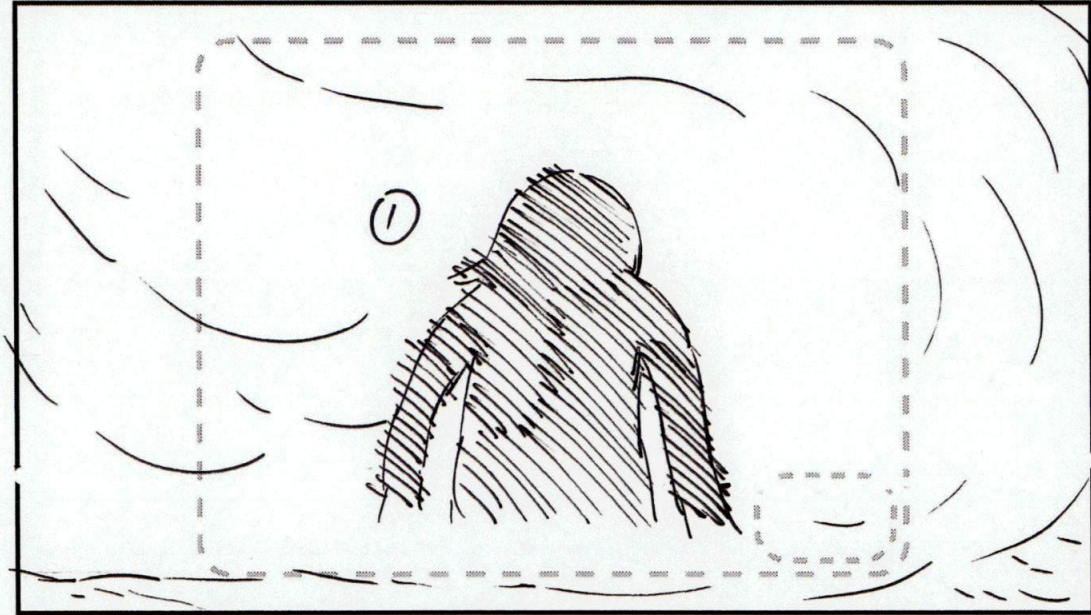


Sc. 08

Pnl. A

Bg.

day night

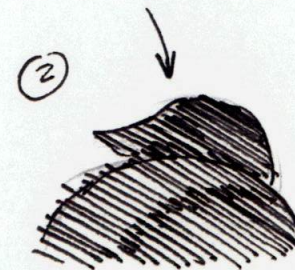


Dialog: Jake / I dunno!  
(015)

Jake / <sup>(015)</sup> looks like we - -

Action: - SILHOUETTED FIGURE VISIBLE  
THROUGH SMOKE.

(figure bends down  
into the grass)



Timing:

SEP 18 2014

Production:

EPISODE #

1025-197

1025/197

1025/197

1025/197



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1025/197

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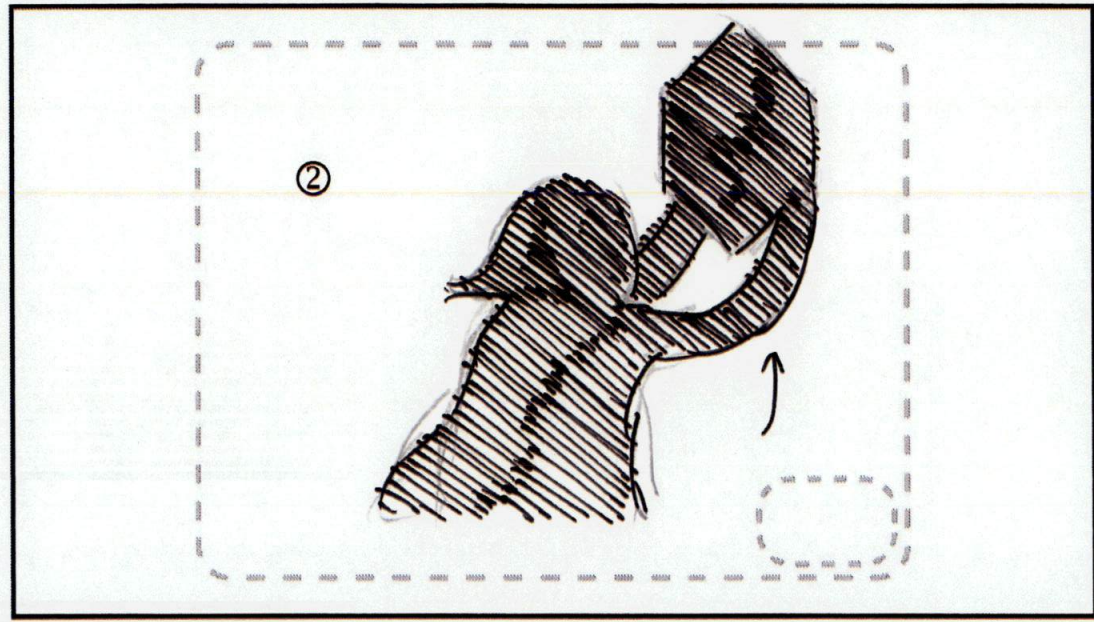


Sc. 08 *cont*

Pnl. *B*

Bg.

day night

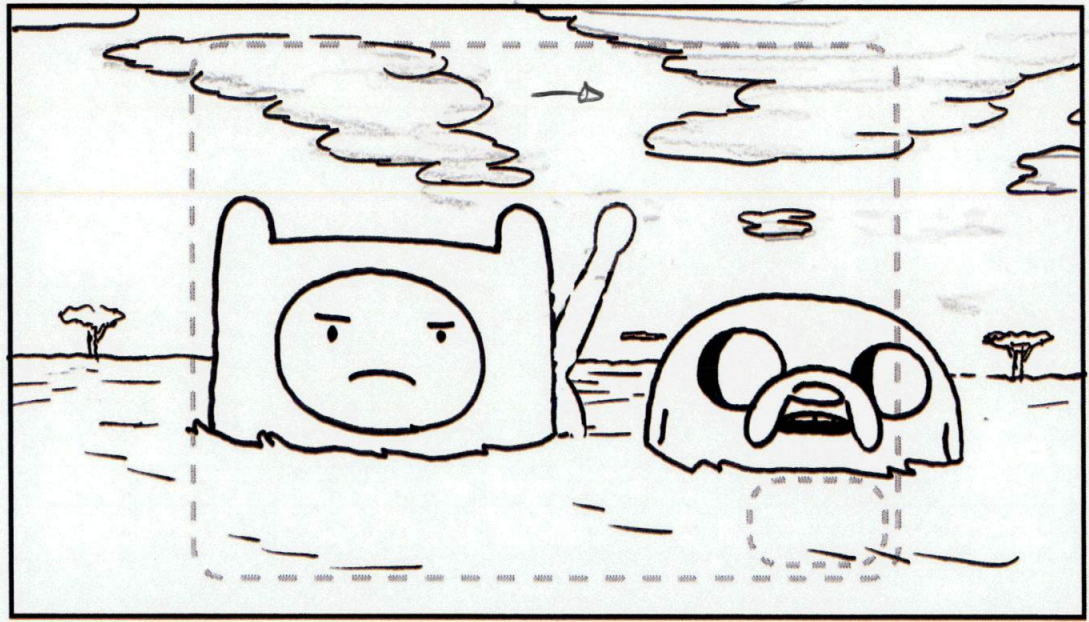


Sc. 09

Pnl. *A*

Bg.

day night



Dialog: *J / (cont) - shoulda skipped brunch!*

*Jake / early bird got the worm.*

Action:

Timing:

①



SEP 18 2014

EPISODE #

Production:

1025-197

1025/197

1025/197



# ADVENTURE TIME



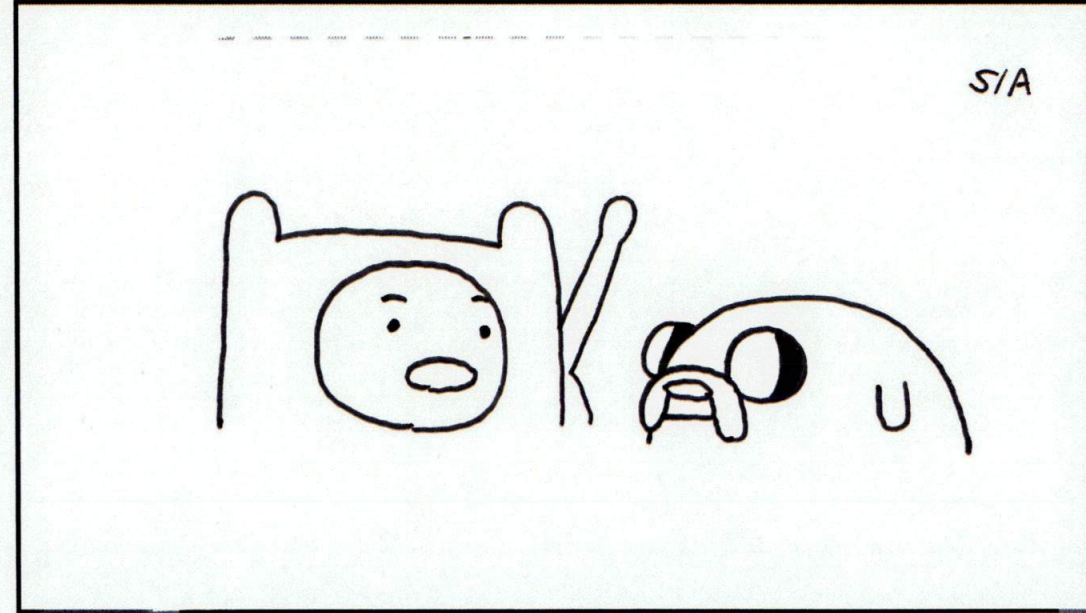
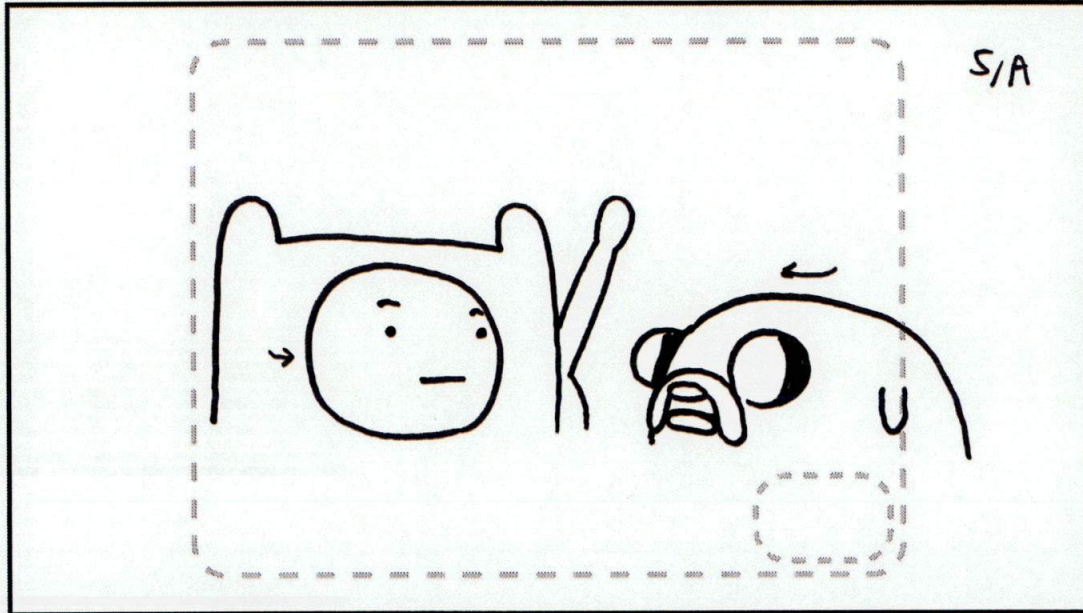
Page **12**

Sc. **09 CONT** Pnl. **B** Bg.

day night

Sc. **09 CONT** Pnl. **C** Bg.

day night



Dialog:

Jake / and then the worm is his brunch.

Finn! Our brunch was sick.

Action:

Timing:

SEP 18 2014

EPISODE #

Production:

1025-197

1025/197

1025/197

1025/197

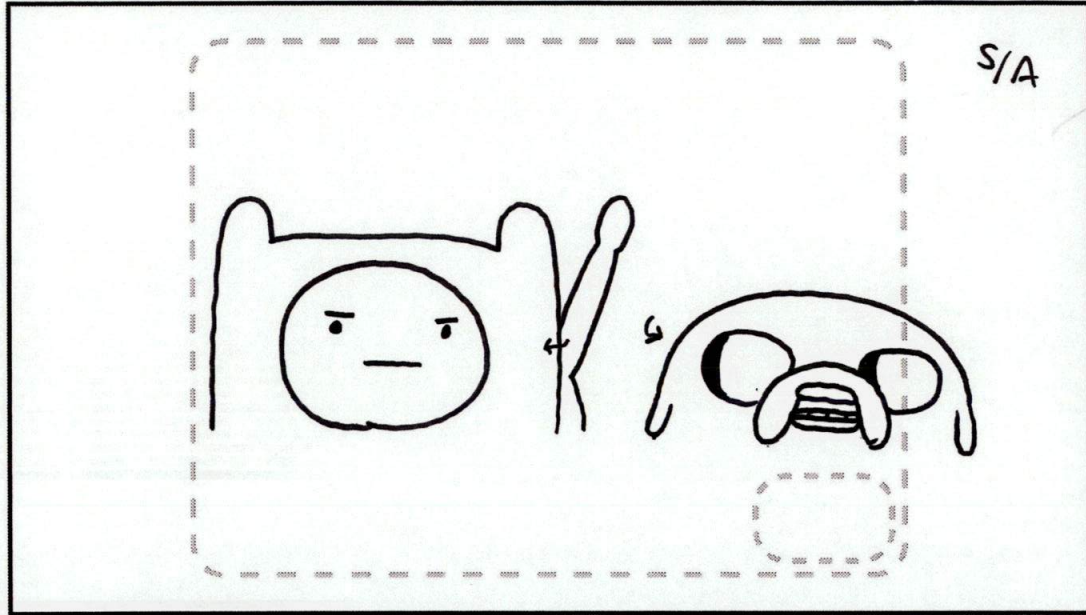


# ADVENTURE TIME

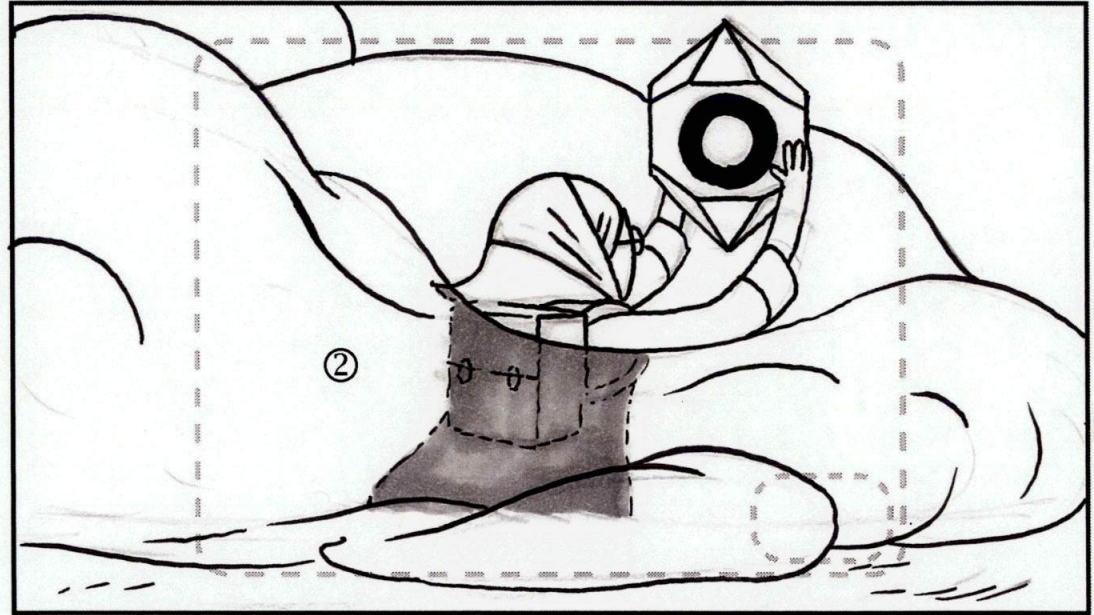


Page **13**

Sc. **09 cont** Pnl. **D** Bg. day night



Sc. **10** Pnl. **A** Bg. day night



Dialog: **J/** Right. And now we got the  
calorie fuel --

**Jake (cont)** / To jump this fool.

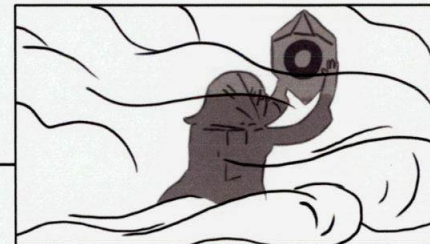
Action:

- BETTY HOLDS GLOB'S HELMET

SEP 18 2014

Timing:

①



1025-197

EPISODE #

1025/197

Production:

1025/197

1025/197

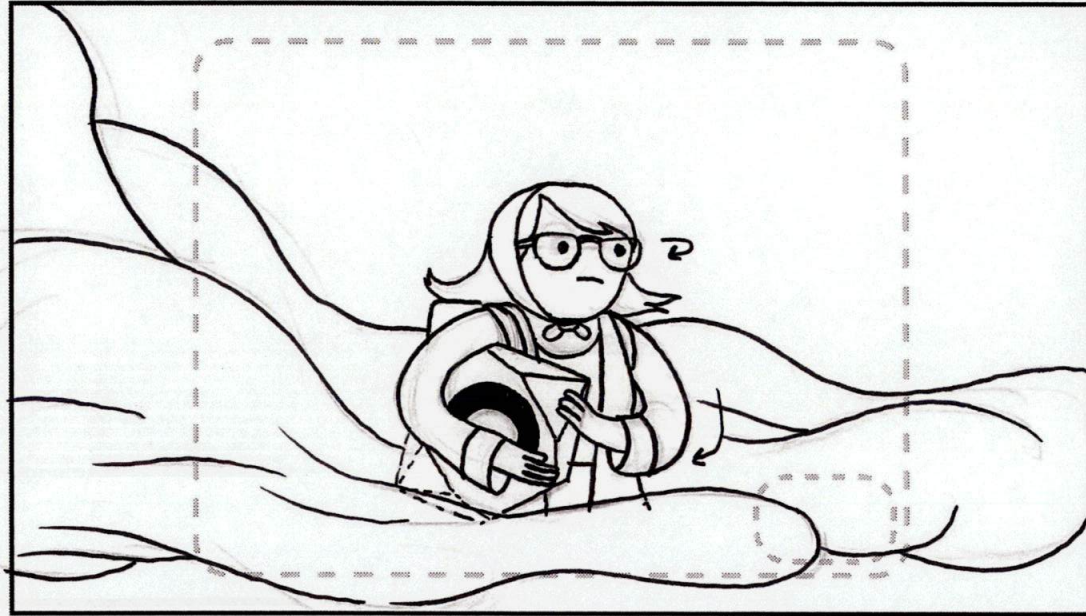


# ADVENTURE TIME

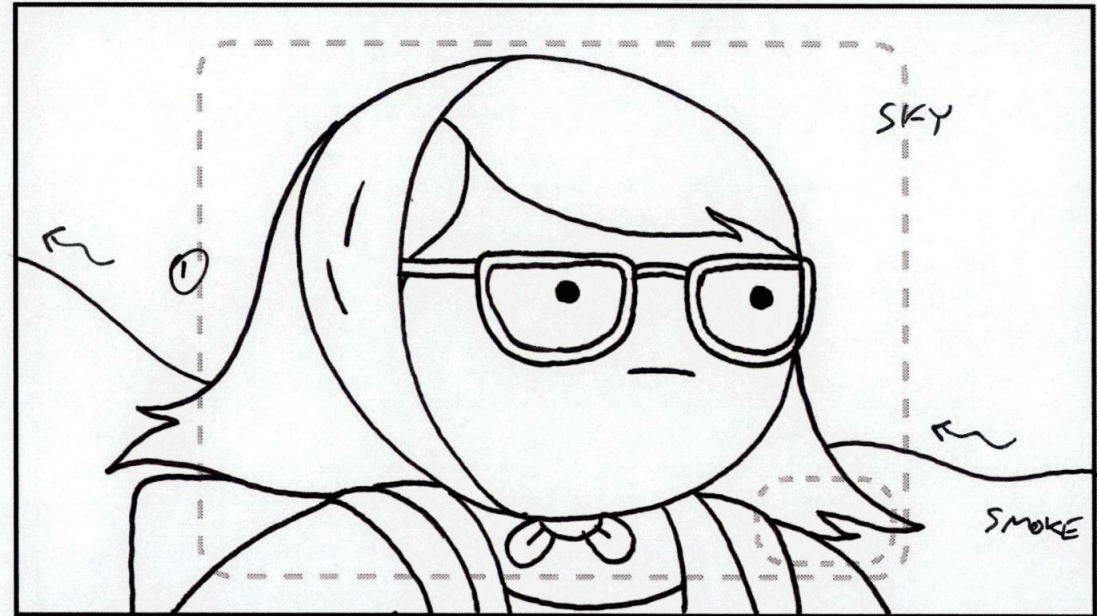


Page **14**

Sc. **10 CONT** Pnl. **B** Bg. day night



Sc. **11** Pnl. **A** Bg. day night



**Dialog:** Finn/(OS) OH MY TRUTH dude -

**Action:** -BETTY TURNS AND PUTS HELMET UNDER ARM.

**Timing:**

Finn/(OS) is that Betty?

SEP 18 2014

1025/197

1025-197

EPISODE #

1025/197

Production:

1025/197



# ADVENTURE TIME



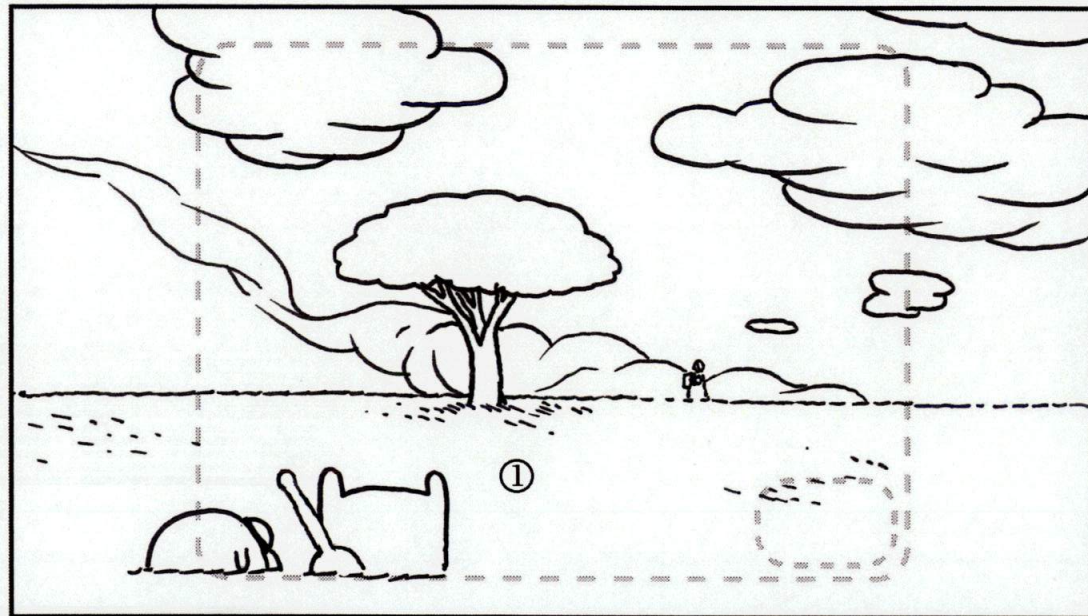
Page **15**

Sc. **12**

Pnl. **A**

Bg.

day night

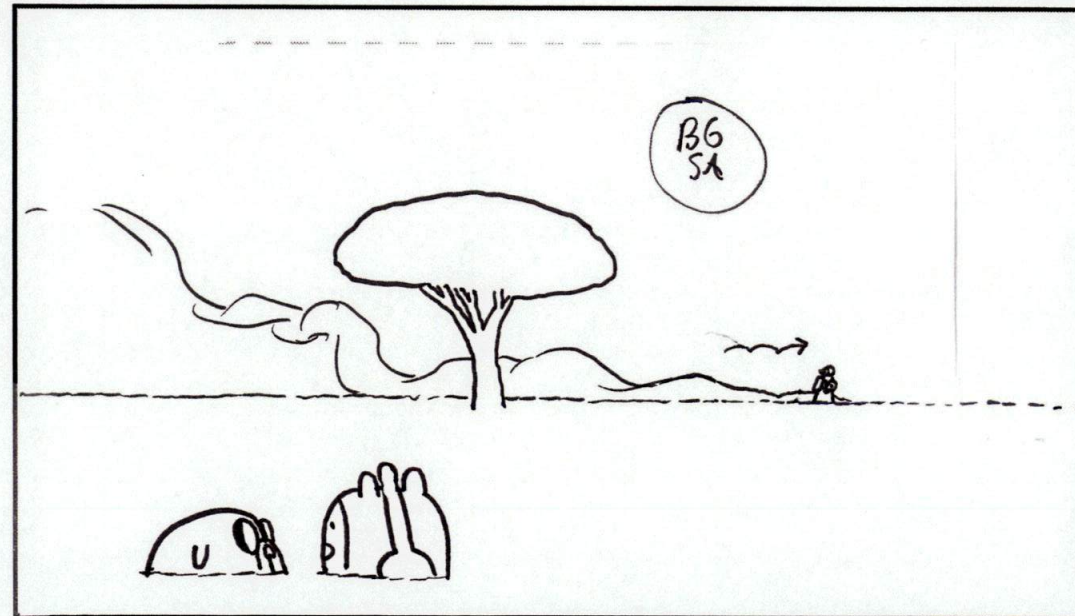


Sc. **12 CONT**

Pnl. **B**

Bg.

day night



Dialog:

Jake/ Betty's dead.

Finn/ dissappeared doesn't always mean 'dead'

Action:

- BETTY WALKS RIGHT

Timing:



SEP 18 2011

EPISODE #

1025-197

1025/197

Production:

1025/197



# ADVENTURE TIME

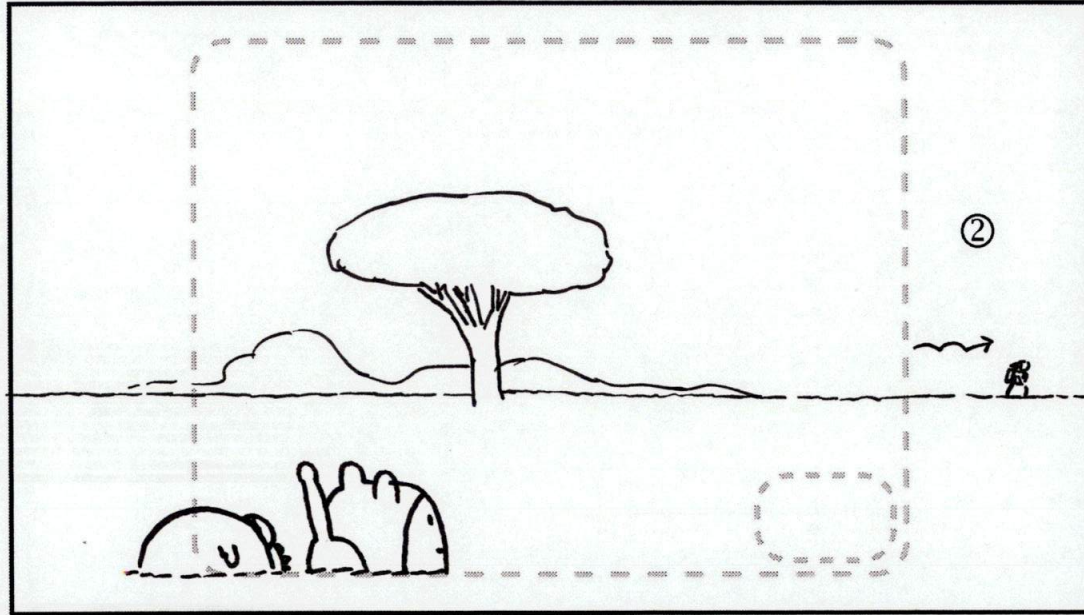


Page **16**

Sc. **12 cont** Pnl. **C**

Bg.

day night

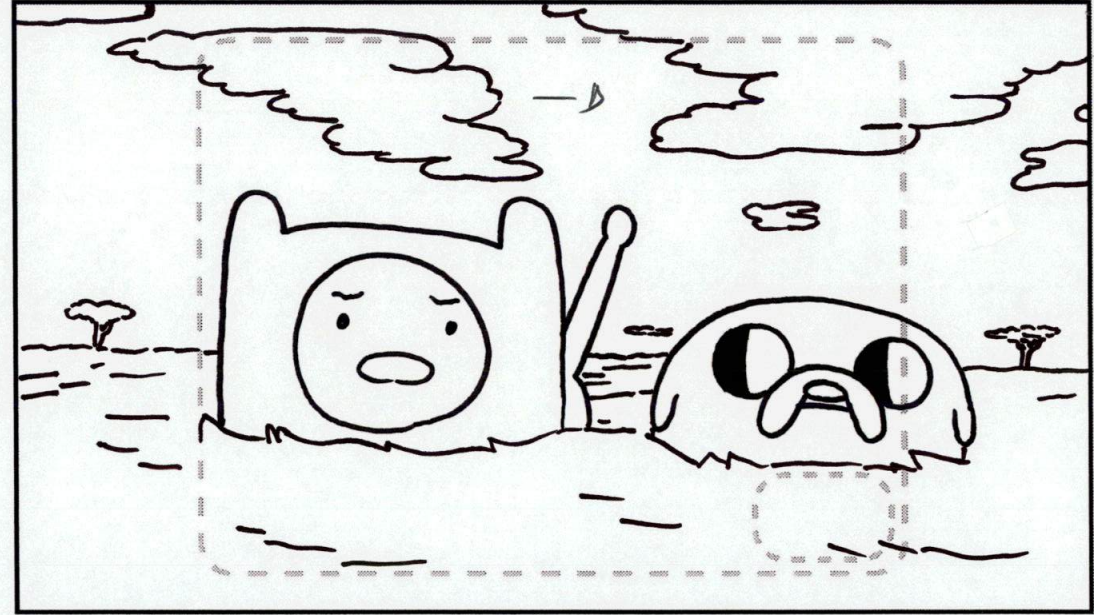


Sc. **13**

Pnl. **A**

Bg.

day night

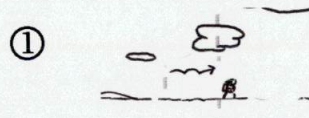


Dialog: Jake You're right she looks alive.

Finn Alive and off the grid.

Action:

Timing:



SEP 18 2014

EPISODE #

1025-197

1025/197

Production:

1025/197

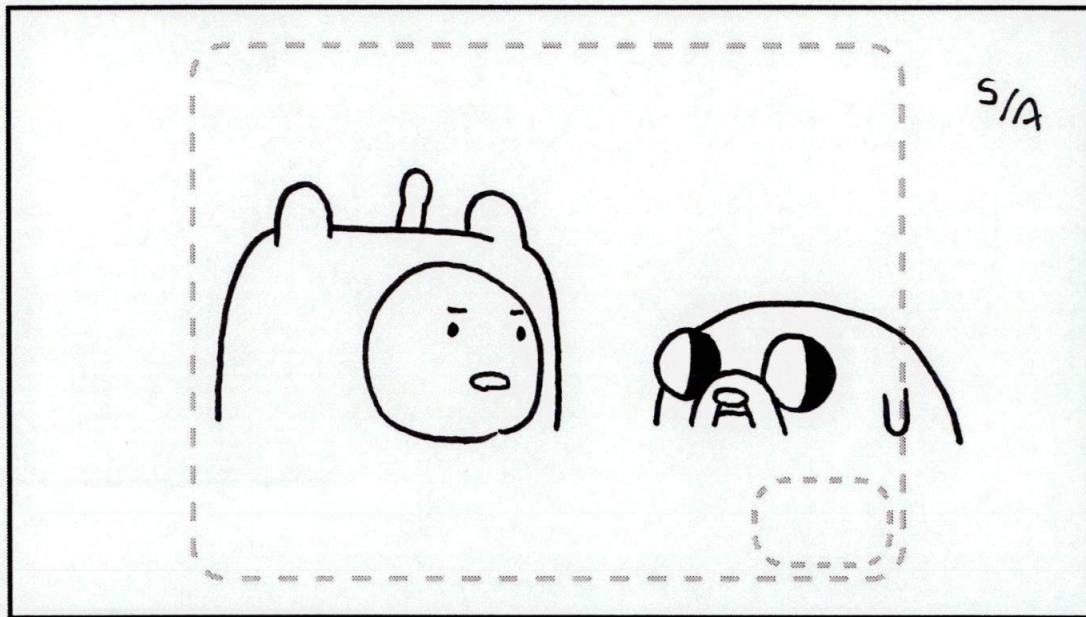


# ADVENTURE TIME

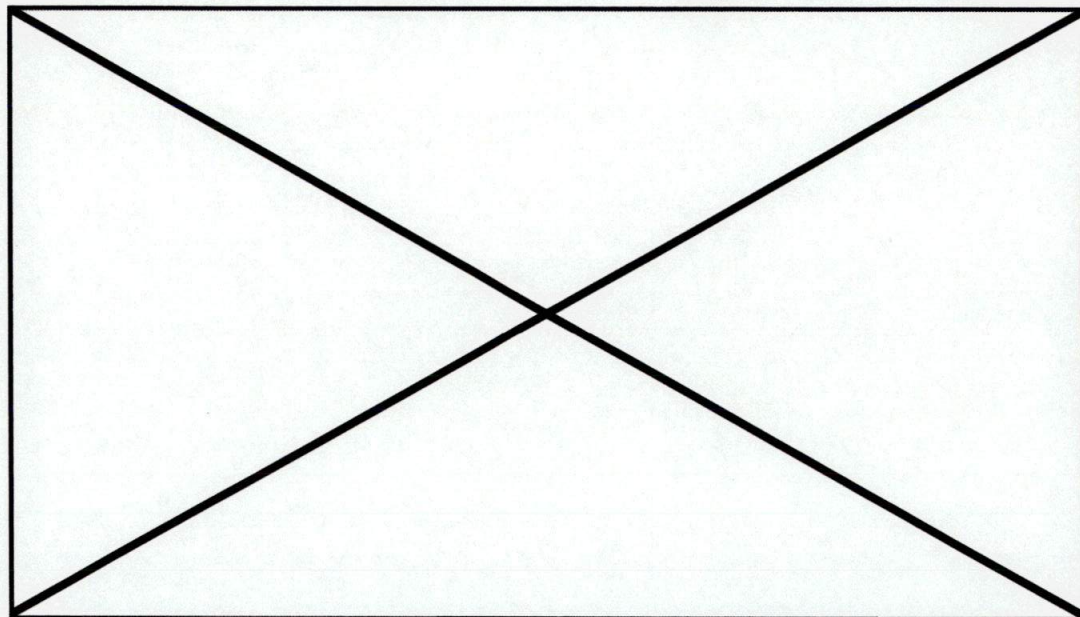


Page 17

Sc. 13 CONT Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog: Finn Snatching up Glob remnants

Action:

Timing:

SEP 18 2014

1025-197

EPISODE #

1025/197

Production:

1025/197

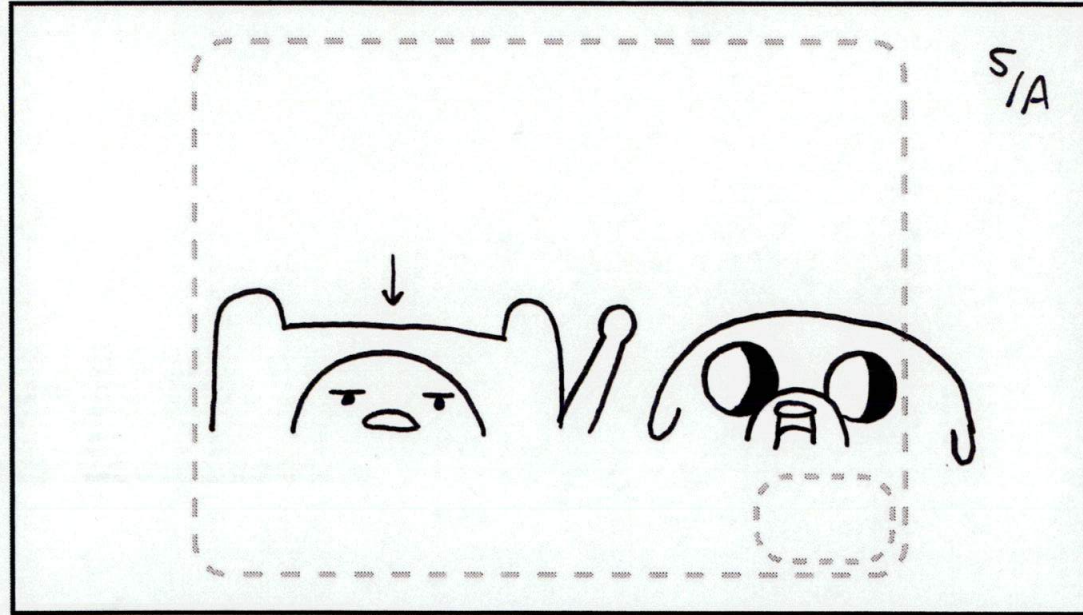


# ADVENTURE TIME

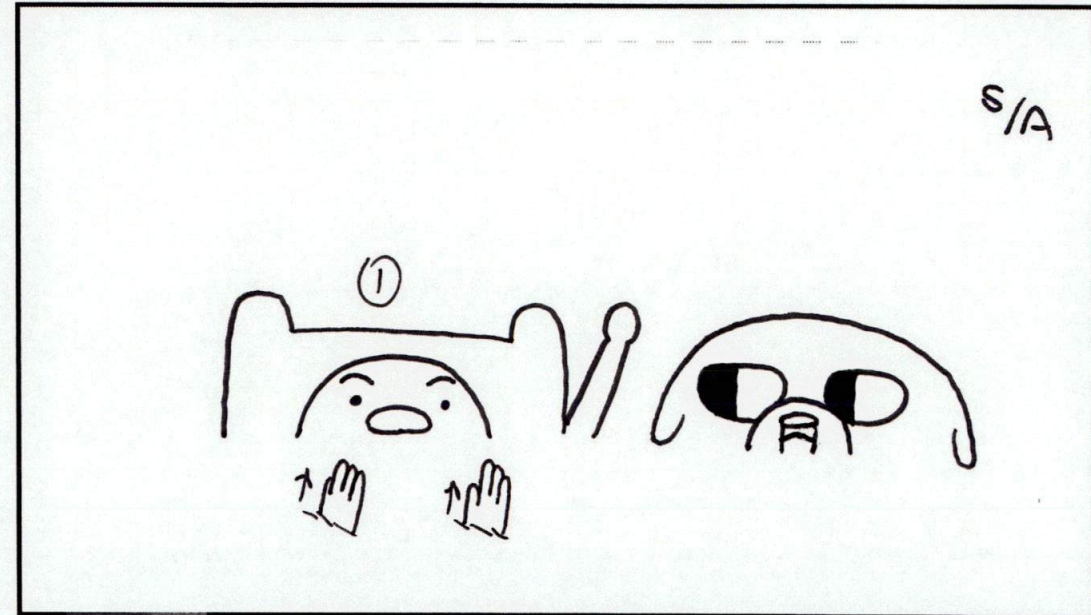


Page **18**

Sc. **13 cont** Pnl. **C** Bg. day night



Sc. **13 cont** Pnl. **D** Bg. day night



Dialog: **F/** Hmm I got a weird feeling in my fat basket.

Action: **-F. CROUCHES**

Timing:

**Finn/** ① like, what does she want with Gloss helmet?  
② (and why's she got new glasses on?)



SEP 18 2014

EPISODE # **1025-197**

**1025/197**

Production:

**1025/197**



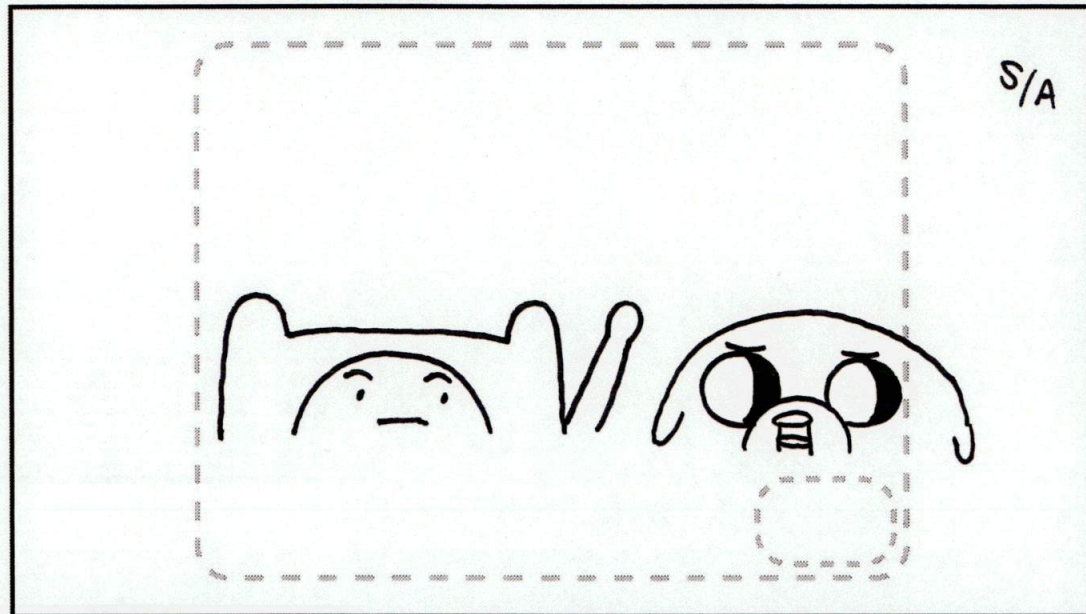
# ADVENTURE TIME



Page 19

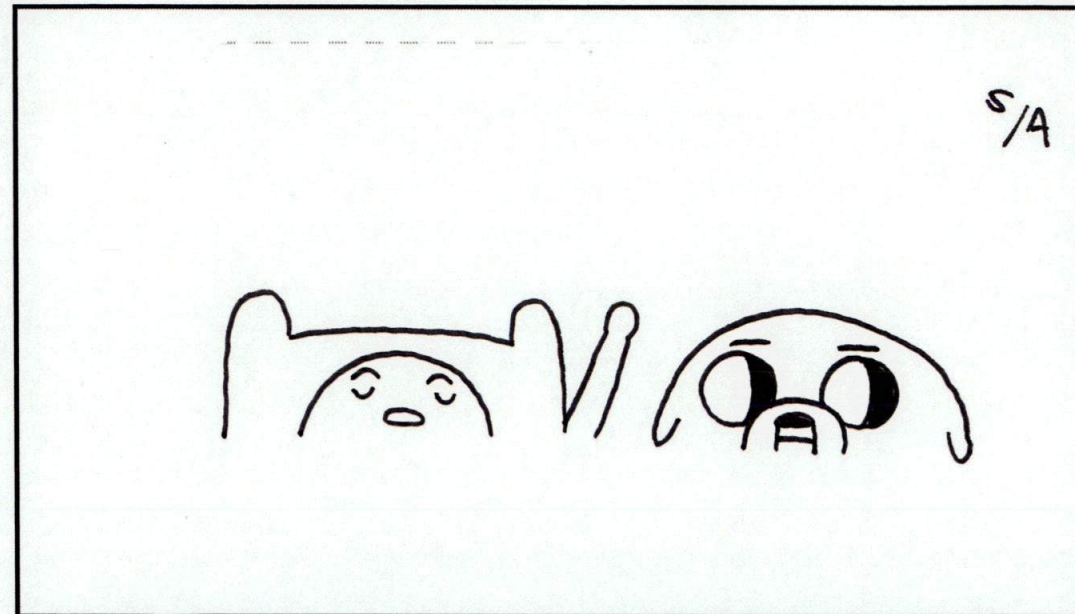
Sc. 13 CONT Pnl. E Bg.

day night



Sc. 13 CONT Pnl. F Bg.

day night



Dialog: Take / What do WE want with  
Glob's helmet?

Finn / Dude, we're hoarders.

Action:

Timing:

SEP 18 2014

EPISODE #

Production:

1025-197

1025/197

1025/197

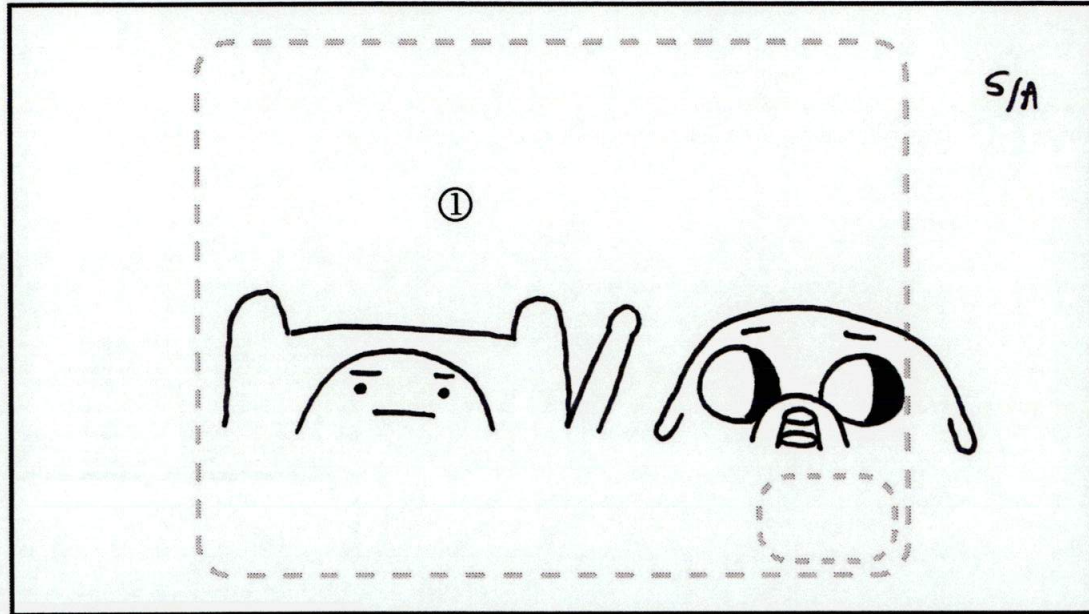


# ADVENTURE TIME

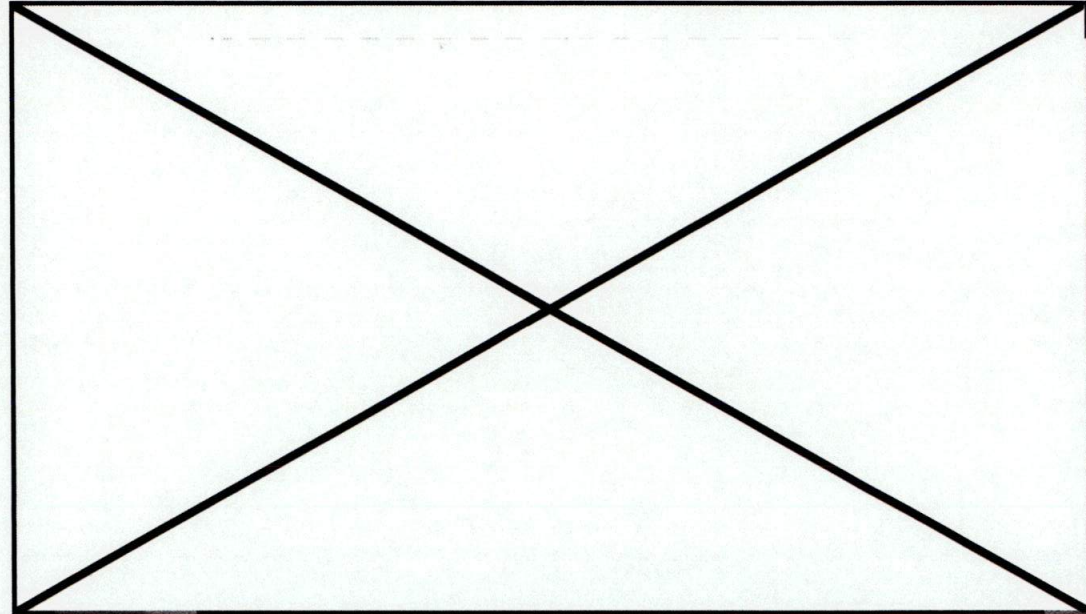


Page **20**

Sc. **13 CONT** Pnl. **G** Bg. day night



Sc. Pnl. Bg. day night



Dialog: Jake is that what we are?

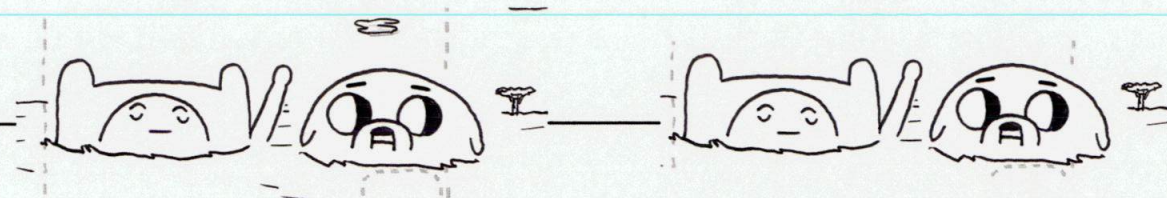
Action:

SEP 18 2014

Timing:

②

③



EPISODE #

Production:

1025/197 1025-197

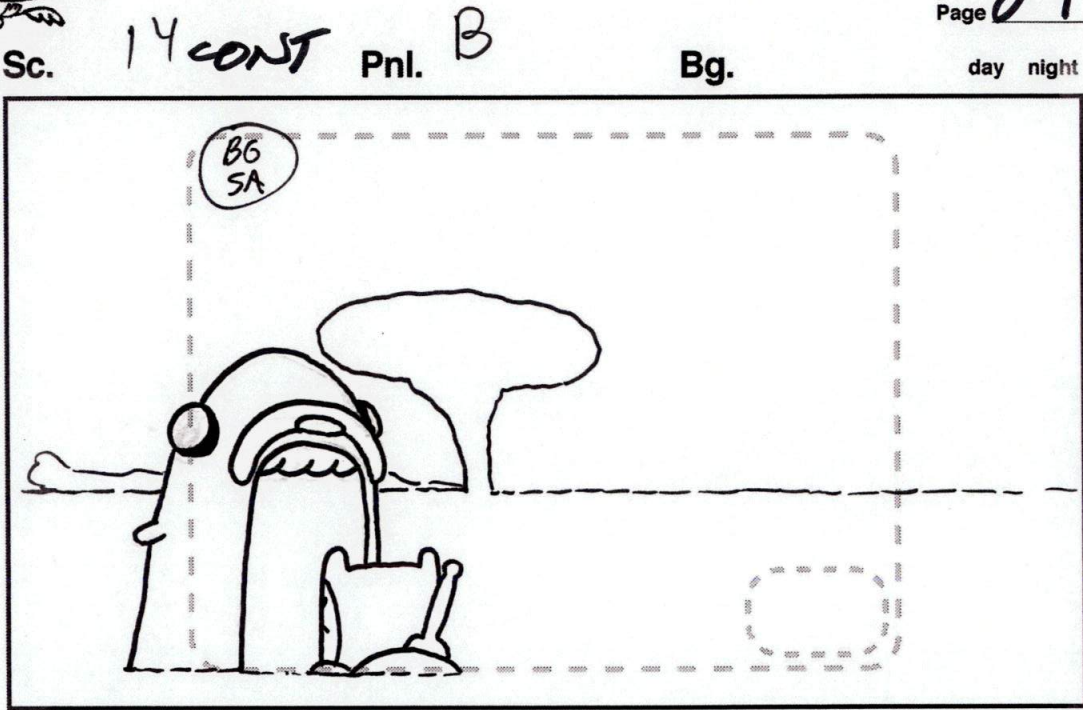
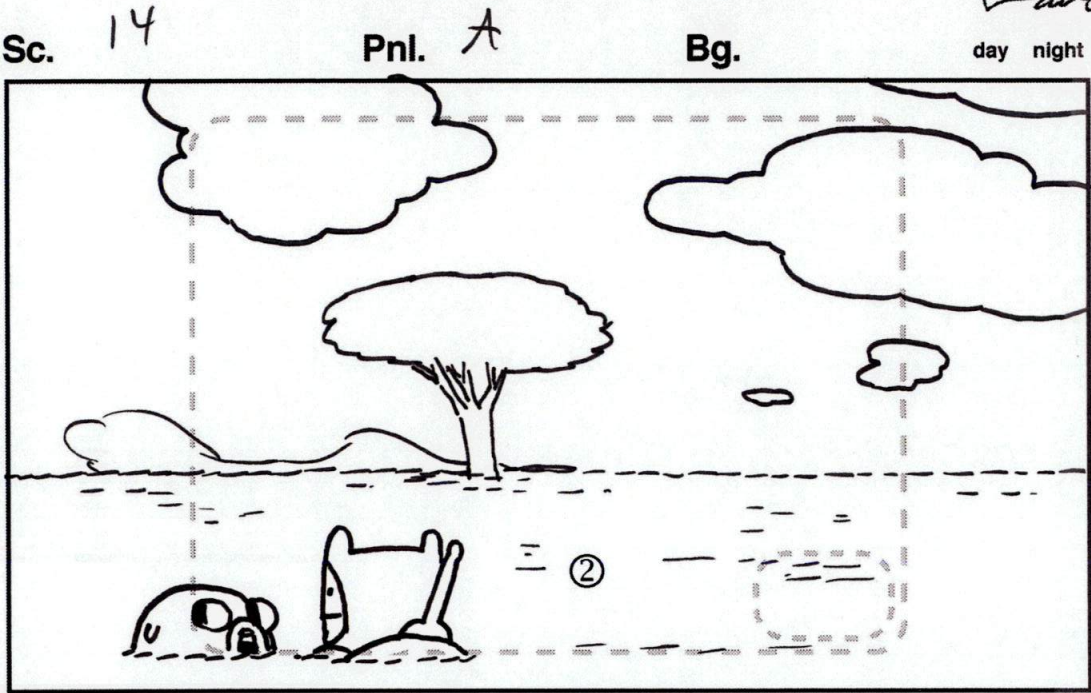
1025/197



1025/197

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ADVENTURE TIME



Dialog: Jake/ok stealth mode.

Jake/ GULP

Action:

-JAKE ENVELOPS F.

Timing:

①



SEP 18 2014

(B2)



EPISODE #

1025-197

1025/197

Production:

1025/197

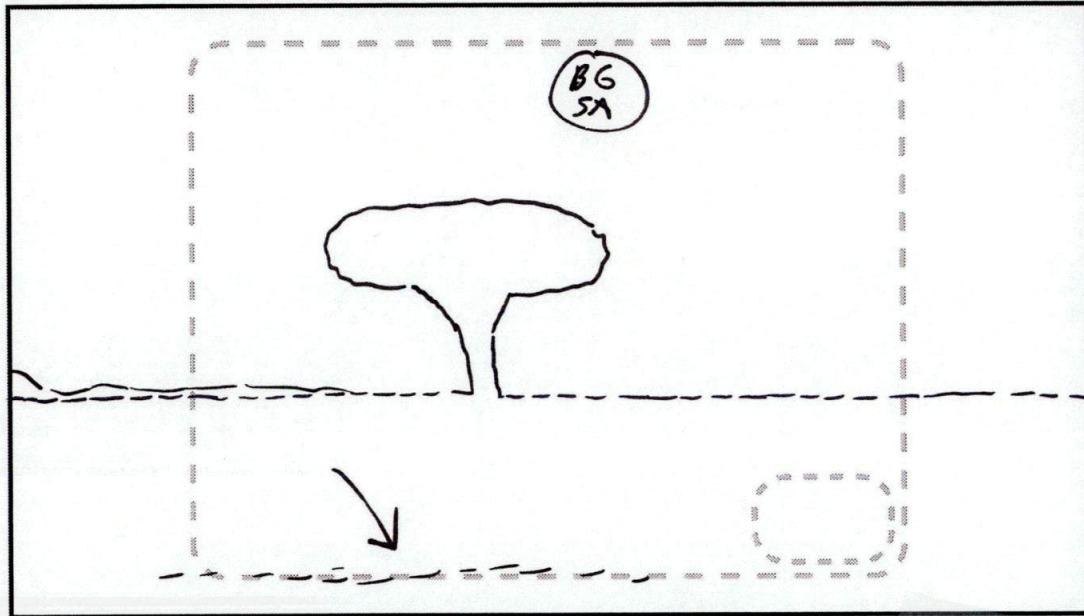


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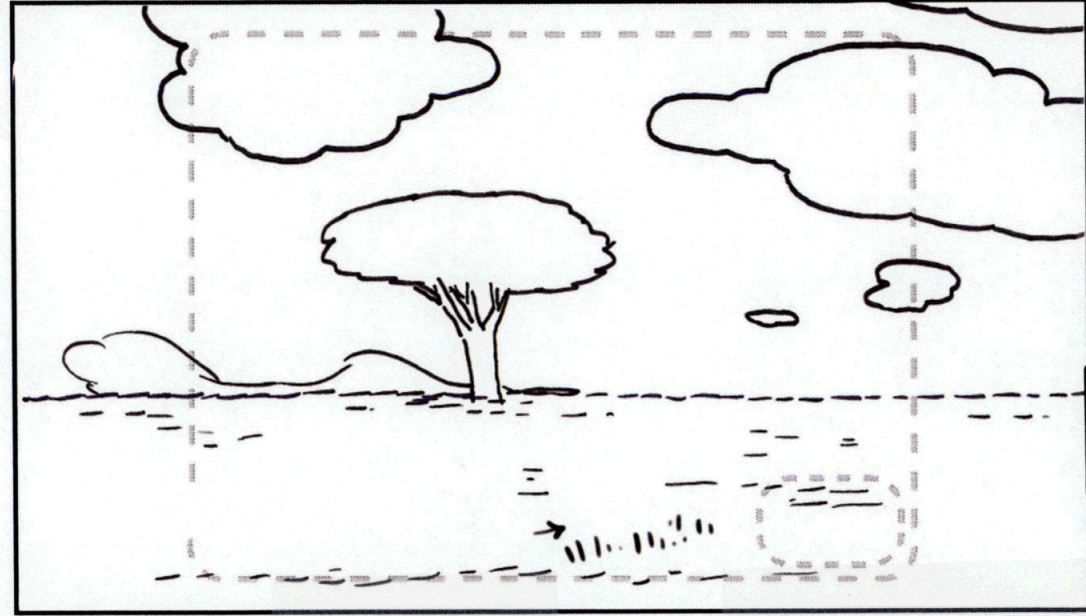


Page 27

Sc. 14 CONT Pnl. C Bg. day night



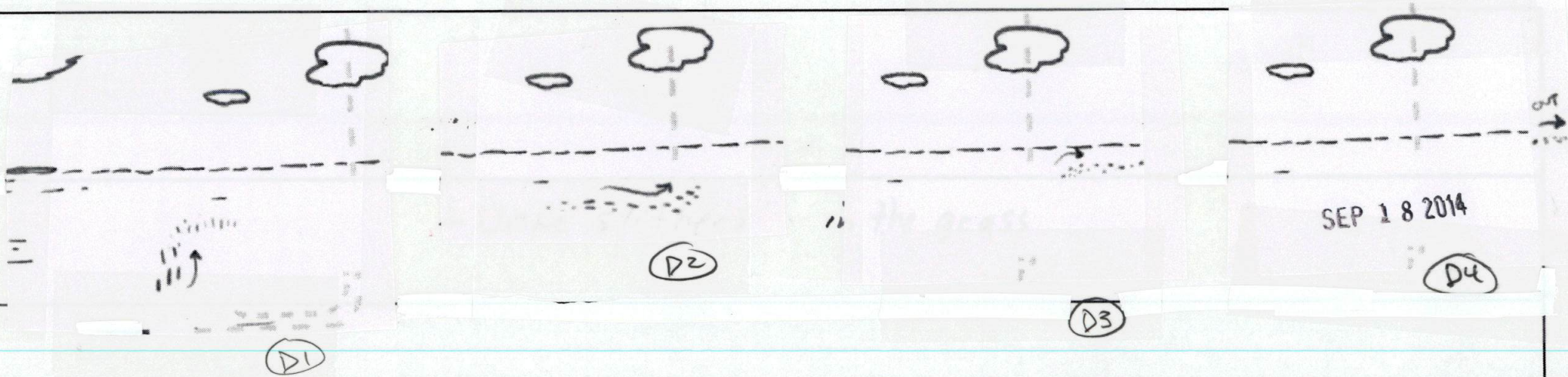
Sc. 14 CONT Pnl. D Bg. day night



Dialog:

Action:

Timing:



EPISODE #

Production:

1025-197

1025/197

1025/197

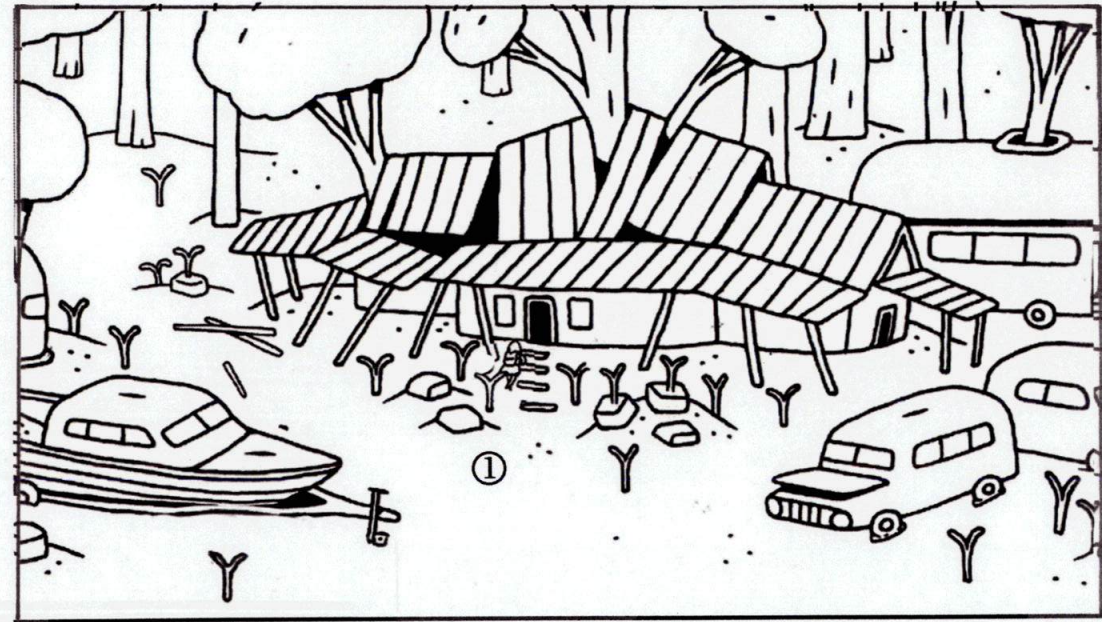


# ADVENTURE TIME

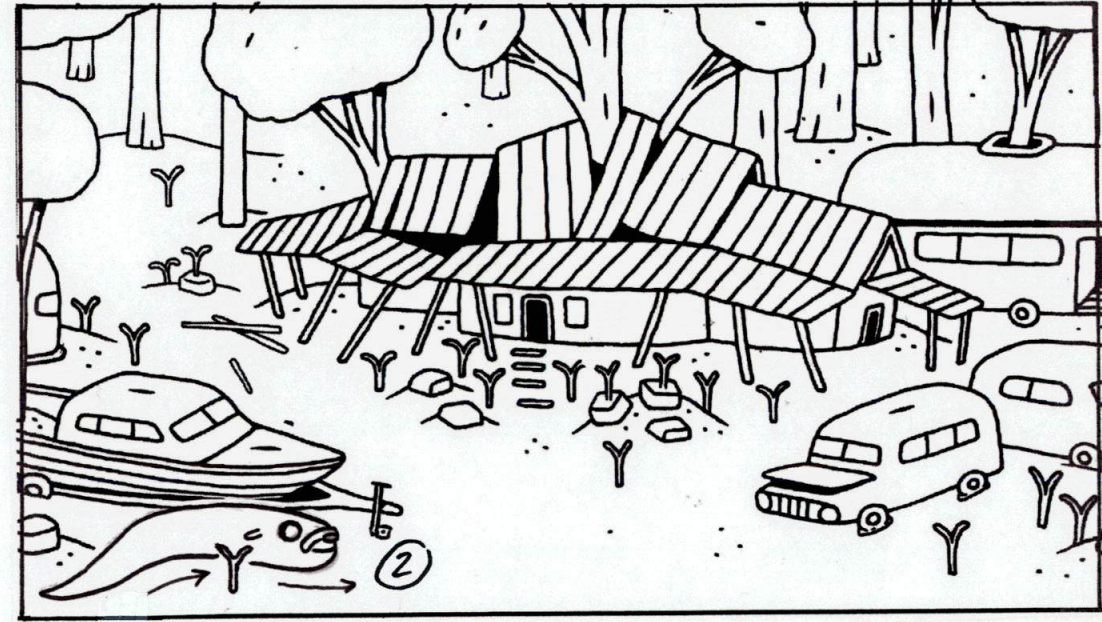


Page **23**

Sc. **15** Pnl. **A** Bg. day night



Sc. **15 CONT** Pnl. **B** Bg. day night



Dialog:	
Action:	- Betty walks into Magic Man's house (Jake slithers onscreen)
Timing:	<div data-bbox="658 1323 873 1445"> </div> <div data-bbox="2110 966 2513 1258" style="background-color: yellow;"> </div>

SEP 18 2014

EPISODE #

Production.

1025-197

1025/197

1025/197

1025/197

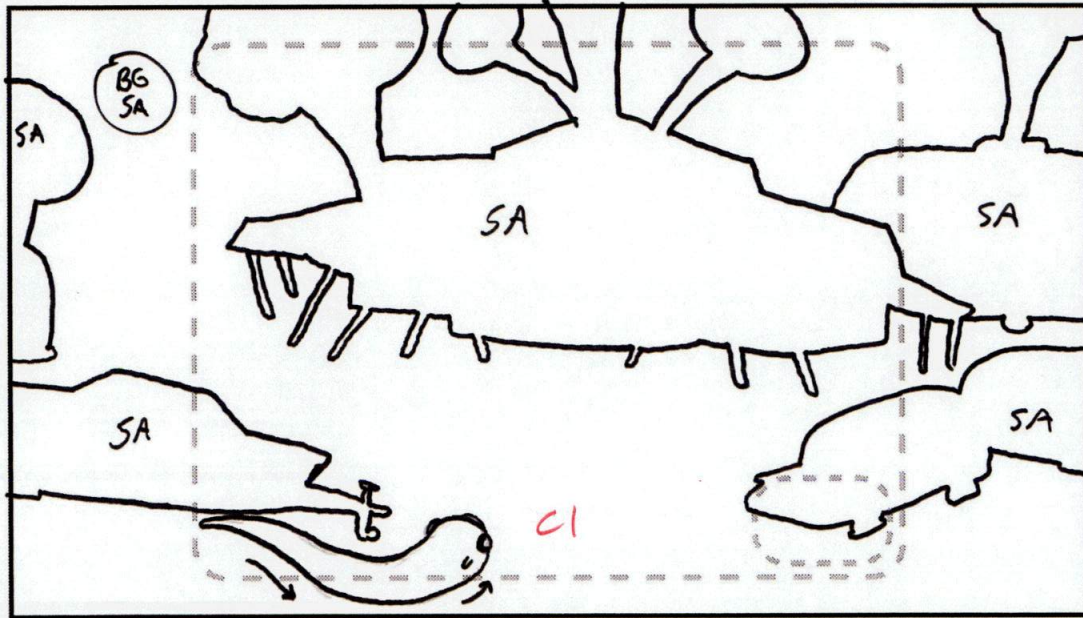
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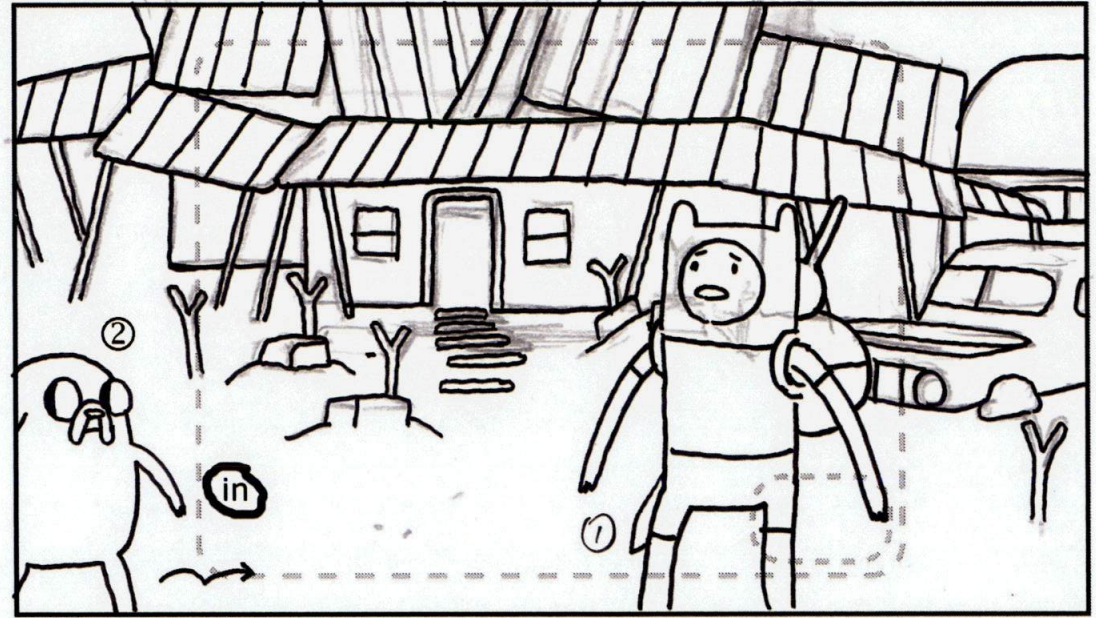
# ADVENTURE TIME



Sc. **15 CONT** Pnl. **C** Bg. day night



Sc. **16** Pnl. **A** Bg. day night

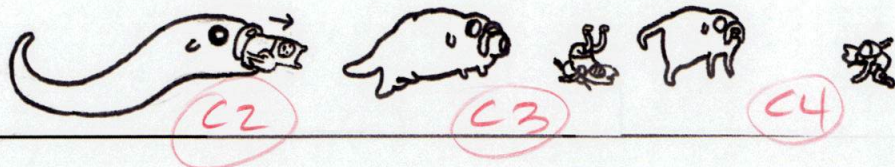


Dialo Jake /  $\equiv$  BWLEH!  $\equiv$

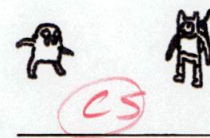
Finn / ① Oh no ② man

Action

- Jake splits out Finn + shrinks back to normal



Timing:



③



SEP 18 2014

1025/197

EPISODE #

1025-197

1025/197

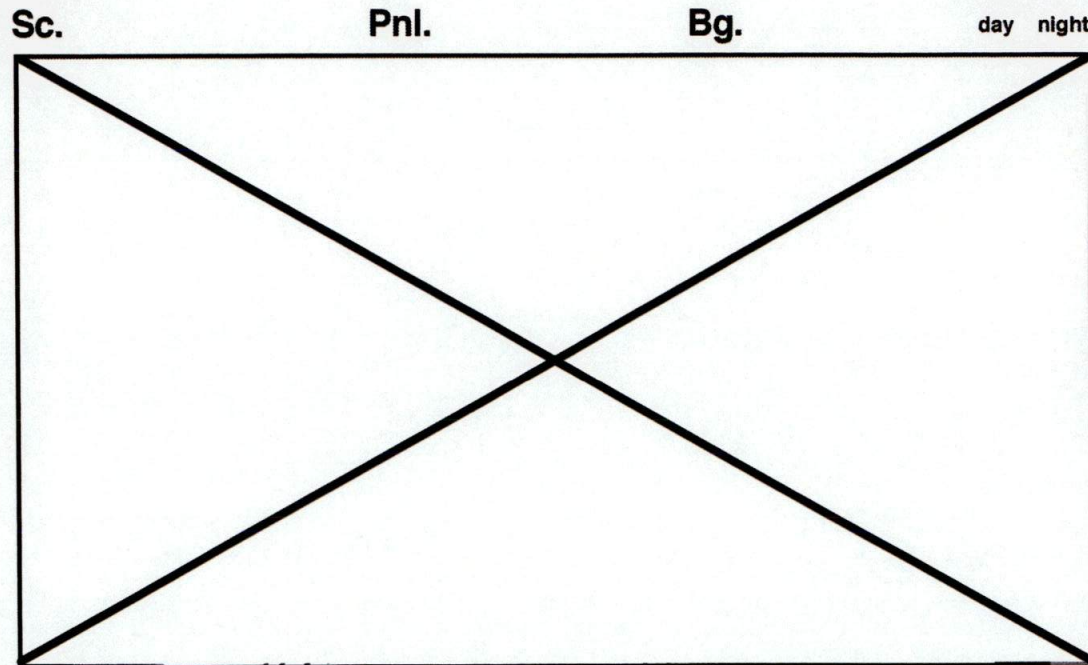
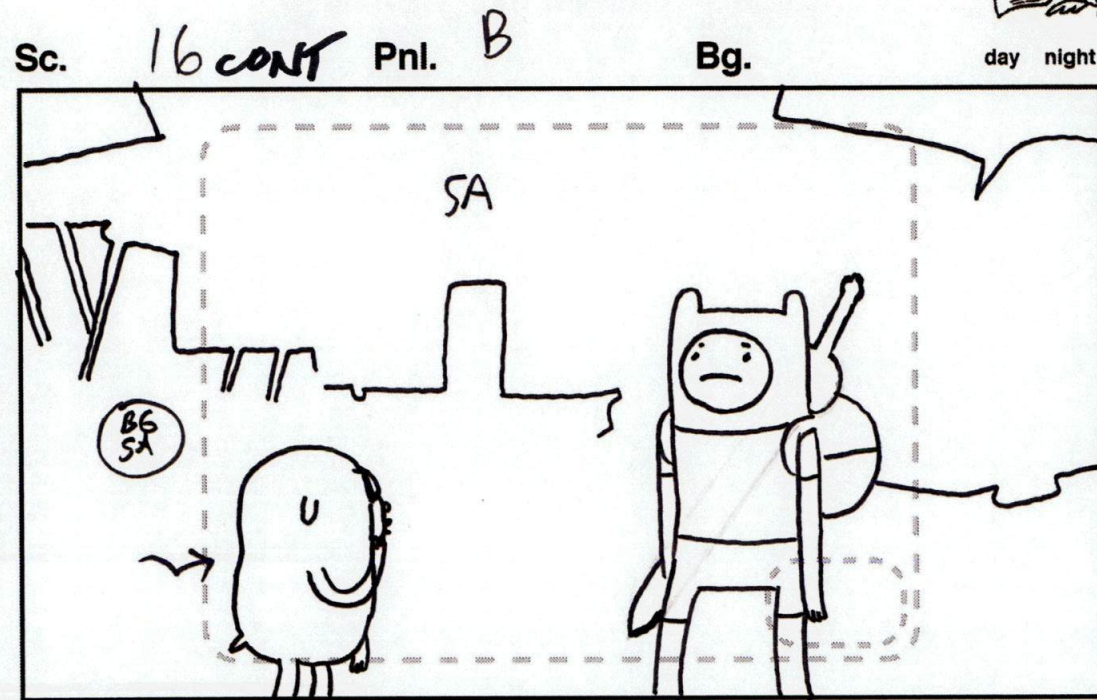
1025/197



# ADVENTURE TIME



Page 25



Dialog: Jake / Magic Man's house.

Action:

SEP 18 2014

Timing:

EPISODE #

Production:

1025-197

1025/197

1025/197



# ADVENTURE TIME



Sc. 16 *CONT* Pnl. D

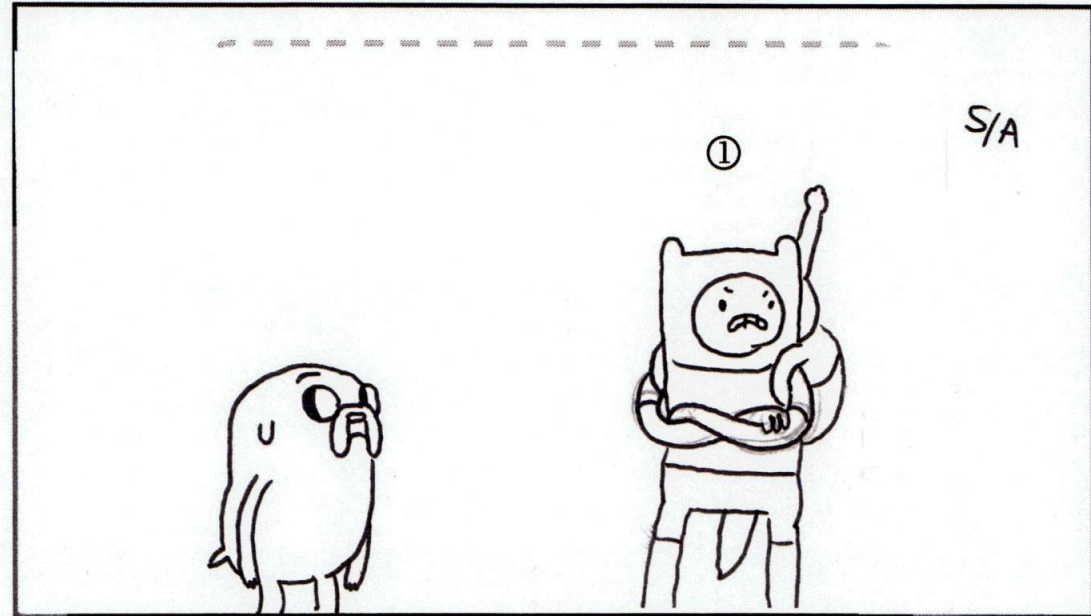
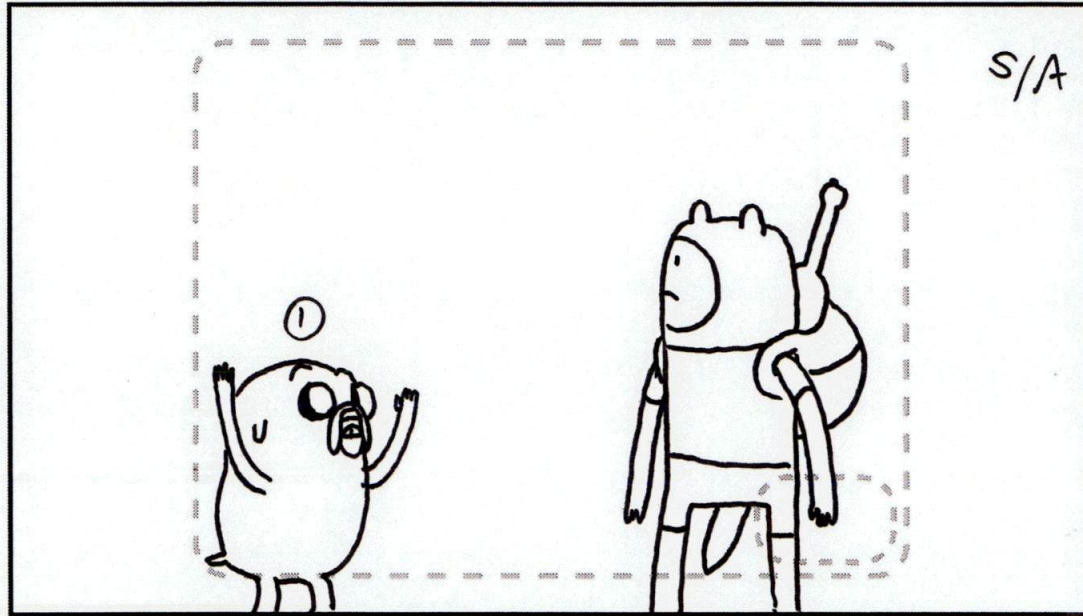
Bg.

day night

Sc. 16 *CONT* Pnl. E

Bg.

Page *26*  
day night



Dialog: Jake/① likely he's got Betty  
② under a mind control spell!

Finn/ ① shoot man I don't  
② wanna deal with this guy.

Action:

Timing:



②



SEP 18 2014

EPISODE #

Production:

1025-197

1025/197

1025/197

1025/197



1025/197

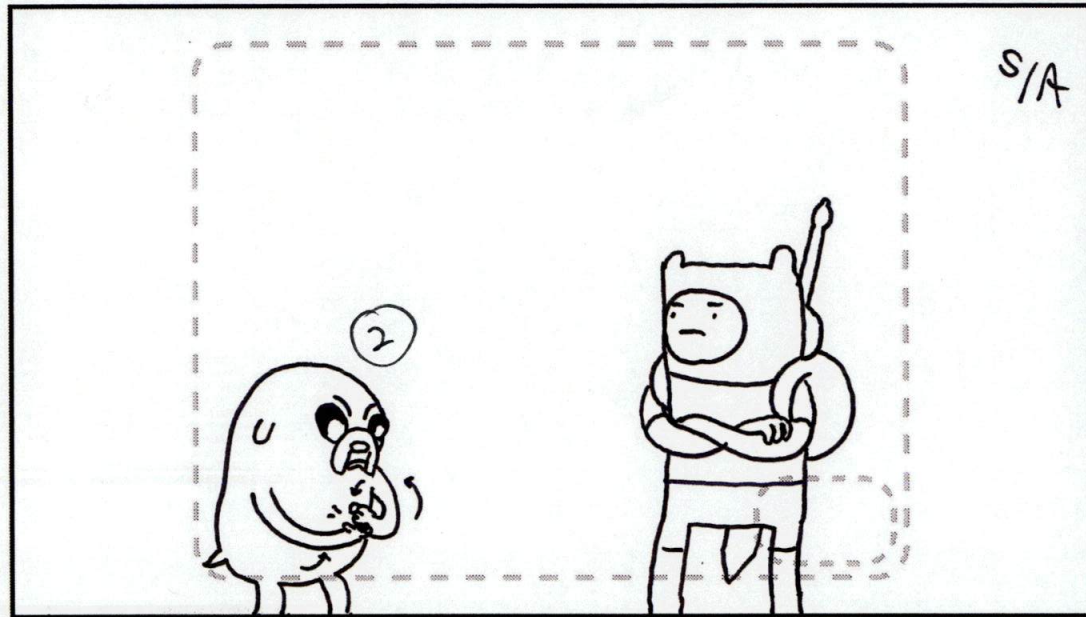
©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

# ADVENTURE TIME



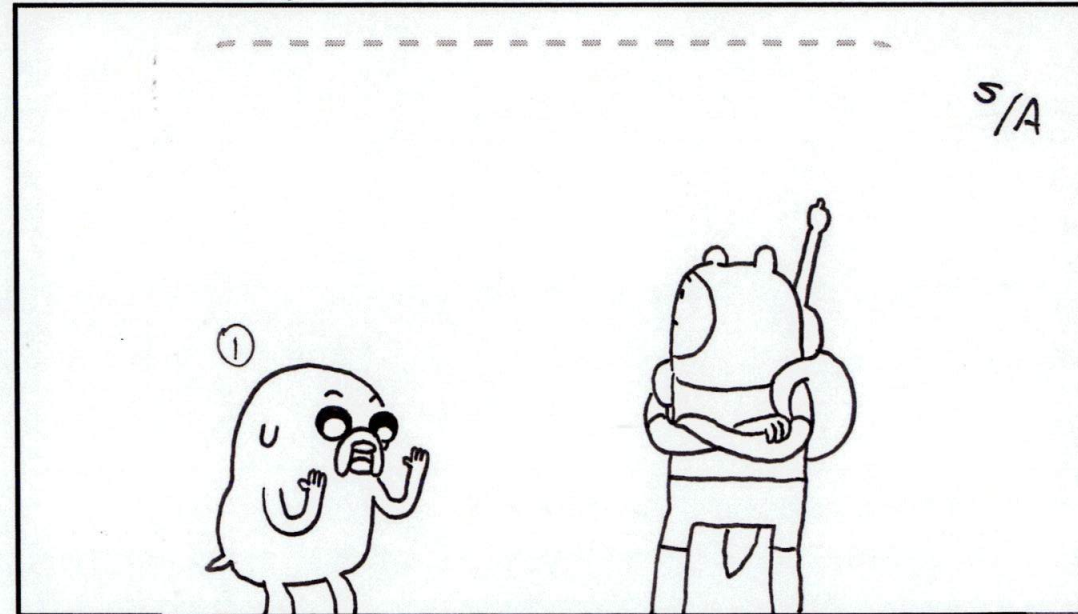
Sc. 16 CONT Pnl. F Bg.

day night



Sc. 16 CONT Pnl. 6 Bg.

day night



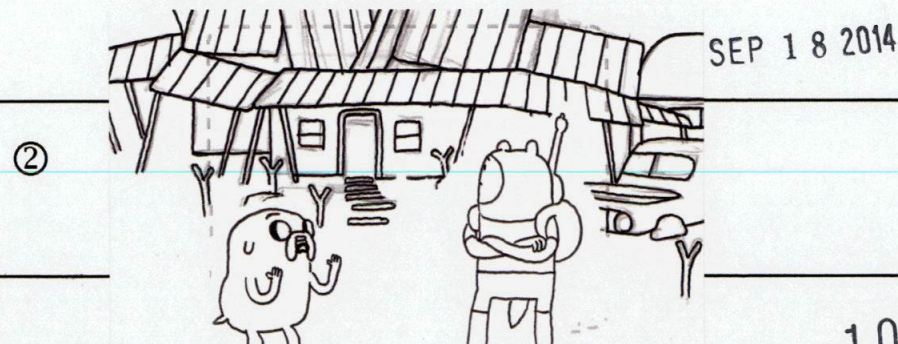
Dialog: Jake He's a tough adversary but -

Jake ① If we hide in the trees, ② pinpoint his location

Action:



Timing:



SEP 18 2014

1025/197

EPISODE #

1025-197

1025/197



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1025/197

# ADVENTURE TIME

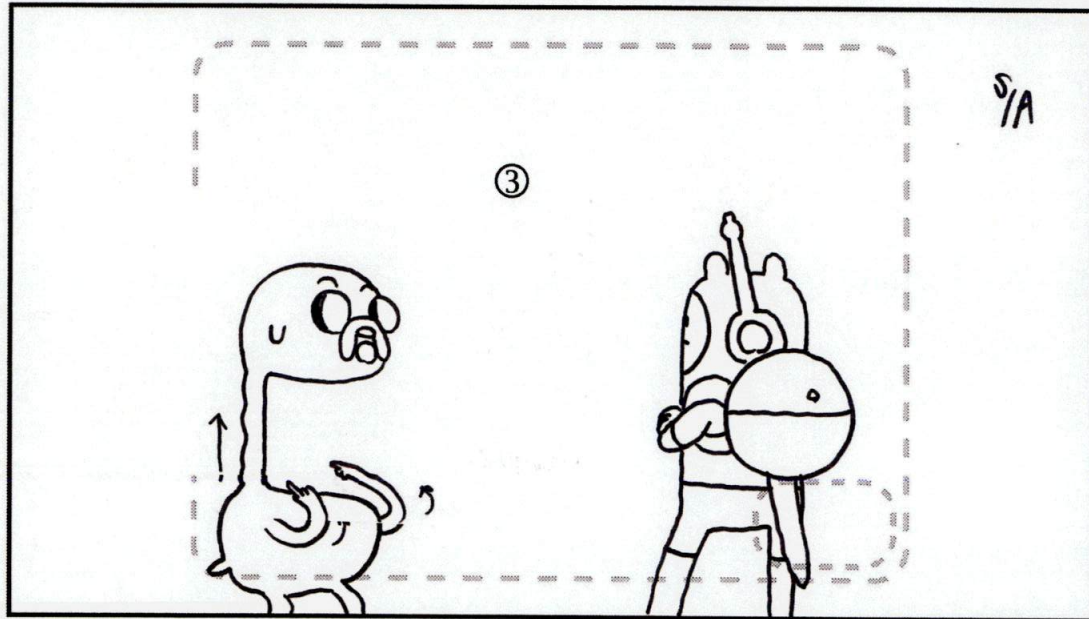


Page **28**

Sc. **16 CONT** Pnl. **H**

Bg.

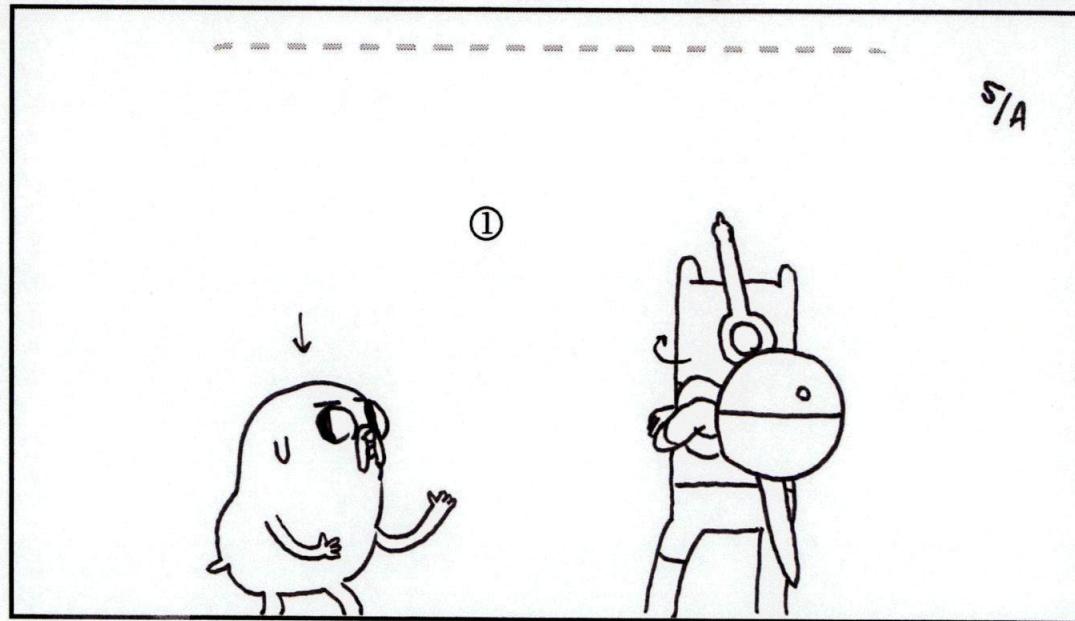
day night



Sc. **16 CONT** Pnl. **I**

Bg.

day night



Dialog:

Jake ① Maybe you can sever his spine

Jake / before he can do his magic on us.

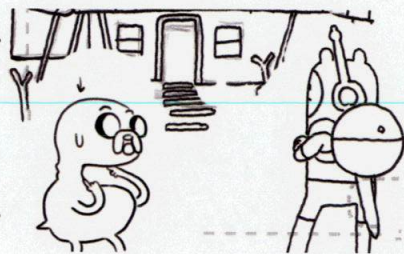
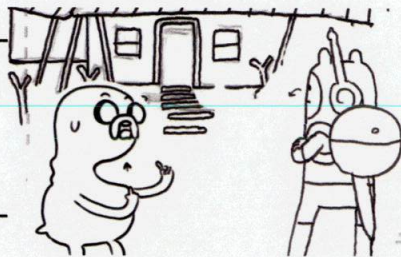
Action:

①

②

②

Timing:



SEP 18 2014

EPISODE #

1025-197  
1025/197

Production:

1025/197



# ADVENTURE TIME



Sc. 16 *CONT*

Pnl. J

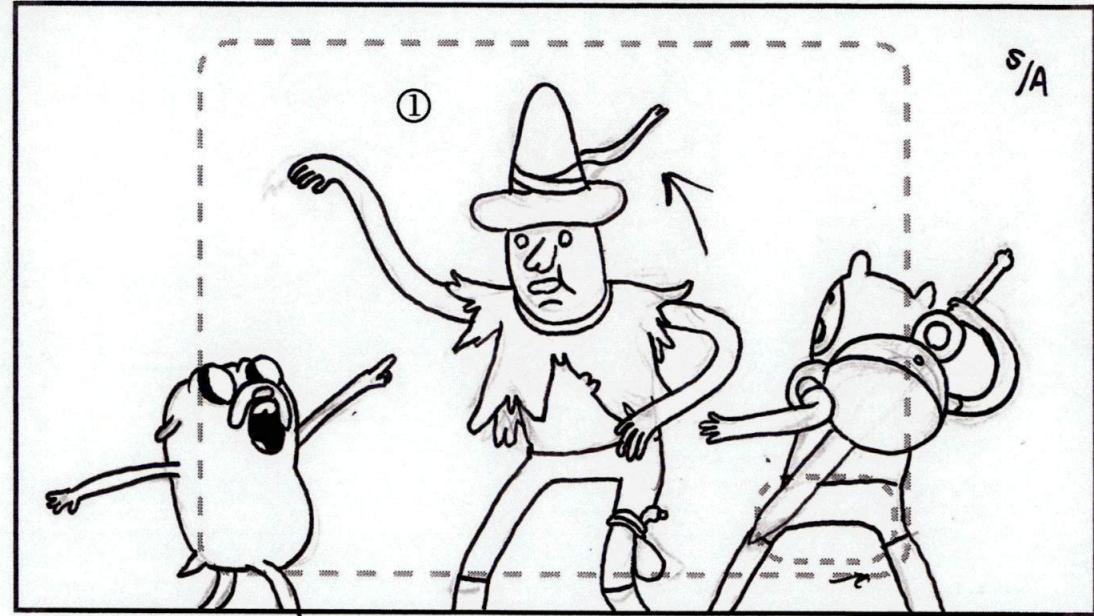
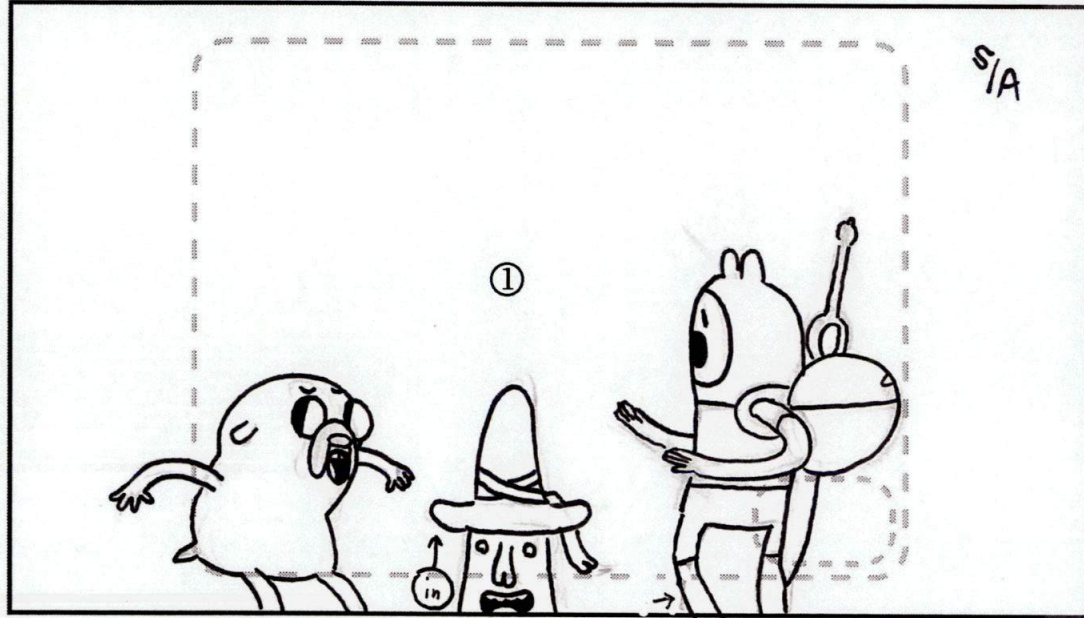
Bg.

day night

Sc. 16 *CONT* Pnl. K

Bg.

Page **29**  
day night



Dialog: Magic Man! GOOD PLAN!

Jake! Get the spine!

Action: - MAGIC MAN POPS ON/S.

Timing:



SEP 18 2014

EPISODE #

Production:

1025/197  
1025-197

1025/197



# ADVENTURE TIME



Page **30**

Sc. 16 CONT Pnl. L

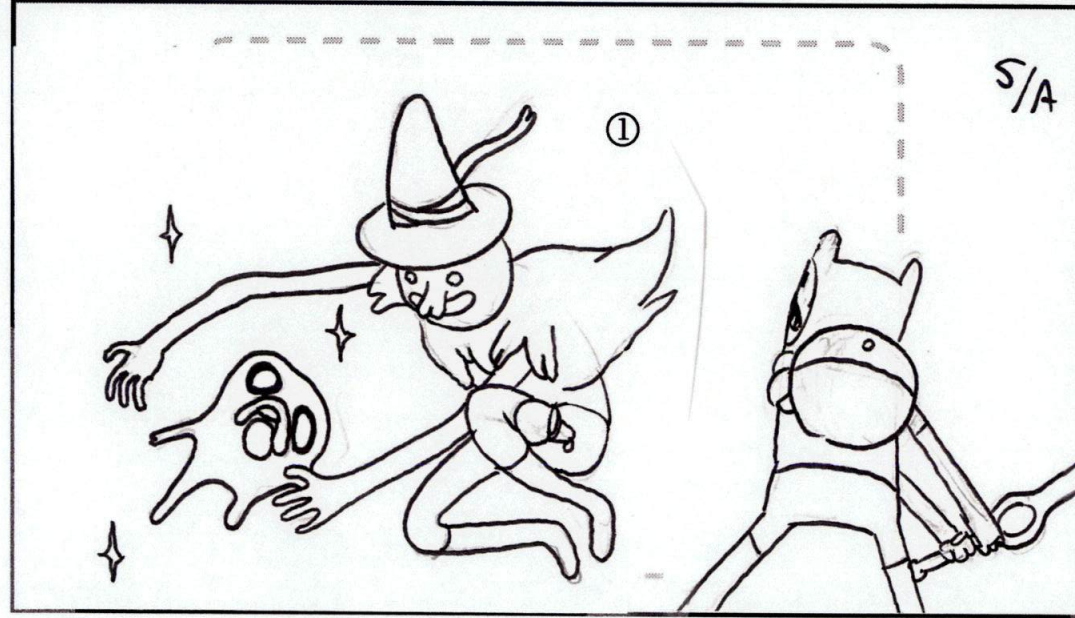
Bg.

day night

Sc. 16 CONT Pnl. M

Bg.

day night



Dialog: Jake / woahhh —————→

Action:

- Finn draws sword
- M.M. CASTS SPELL ON JAKE.

Timing:

②

SEP 18 2014



EPISODE #

Production:

1025-197

1025/197

1025/197

1025/197

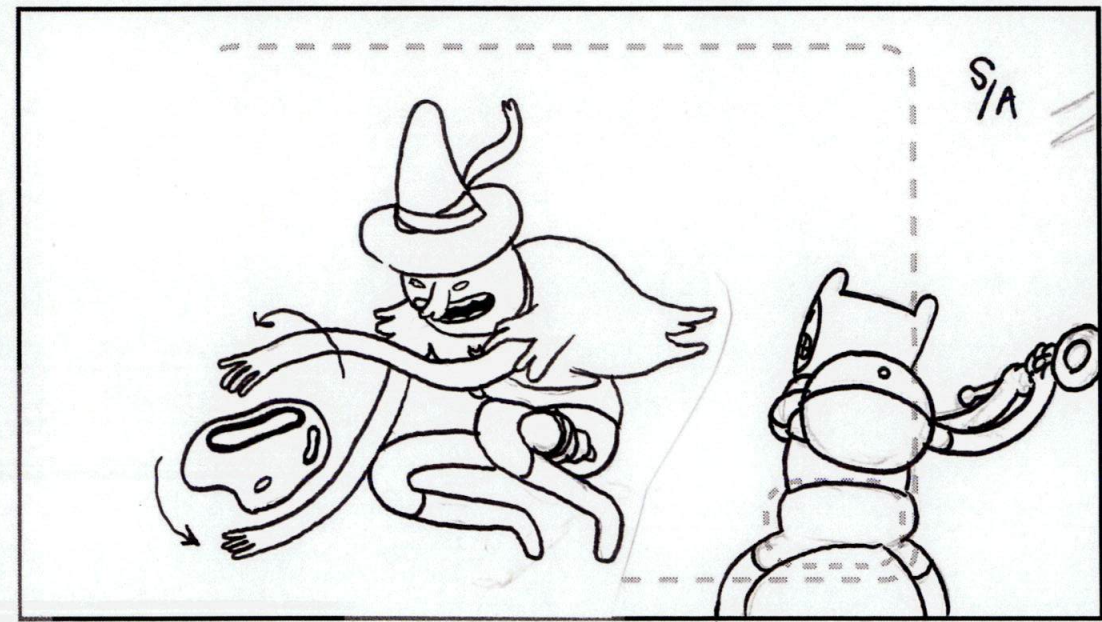


# ADVENTURE TIME

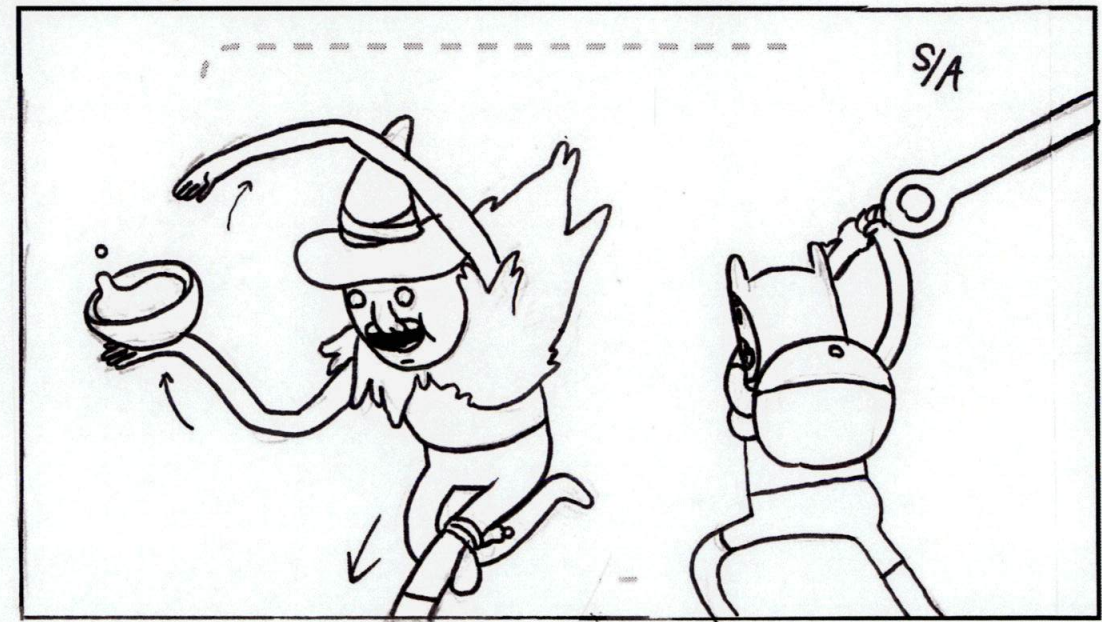


Page **31**

Sc. **16 CONT** Pnl. **N** Bg. day night



Sc. **16 CONT** Pnl. **0** Bg. day night



Dialog:	Magic Man / (laughing)
Action:	- JAKE TRANSFORMS INTO A BOWL OF SOUP. SEP 18 2014
Timing:	

1025-197  
1025/197  
EPISODE #  
Production:  
1025/197



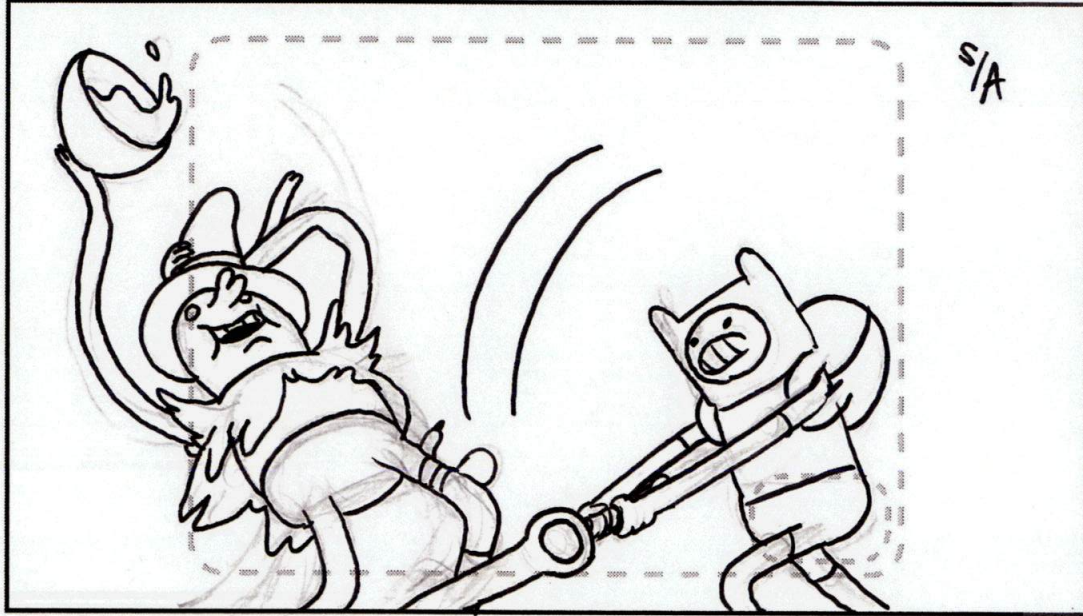
# ADVENTURE TIME



Sc. 16 CONT Pnl. P

Bg.

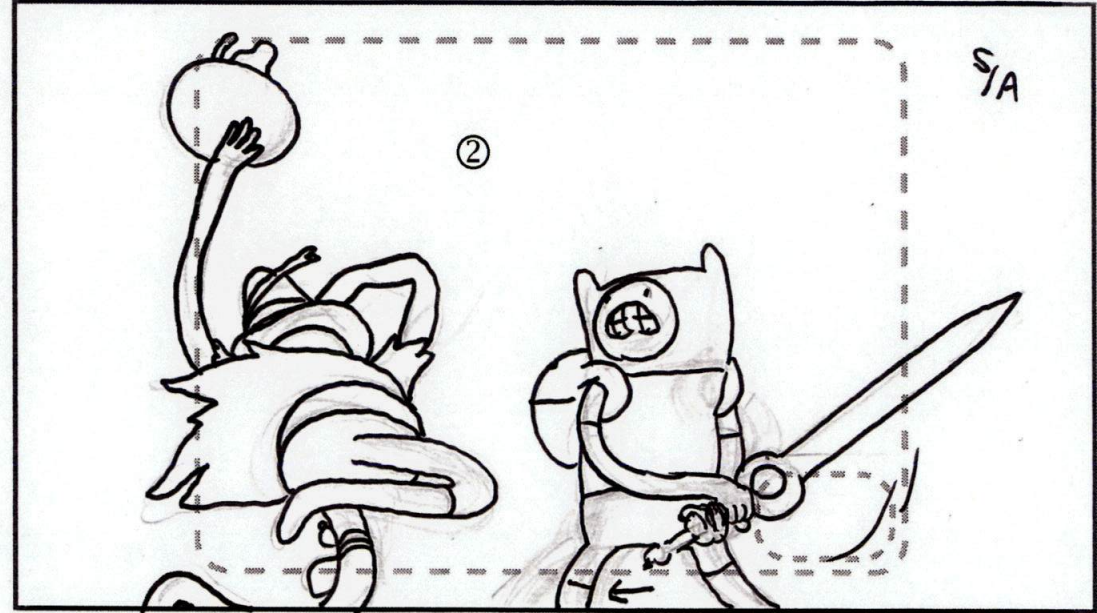
day night



Sc. 16 CONT Pnl. Q

Bg.

day night



Dialog:

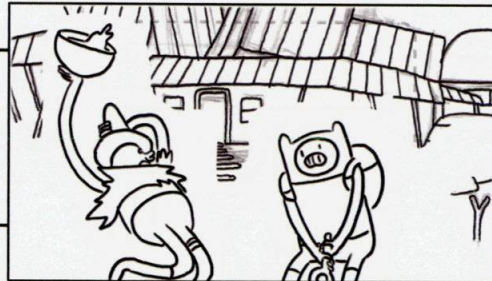
mm/ (laughing)

Action:

- F. SWINGS AT MM.
- MM. DODGES.

Timing:

SEP 18 2014



EPISODE #

Production:

1025-197

1025/197

1025/197



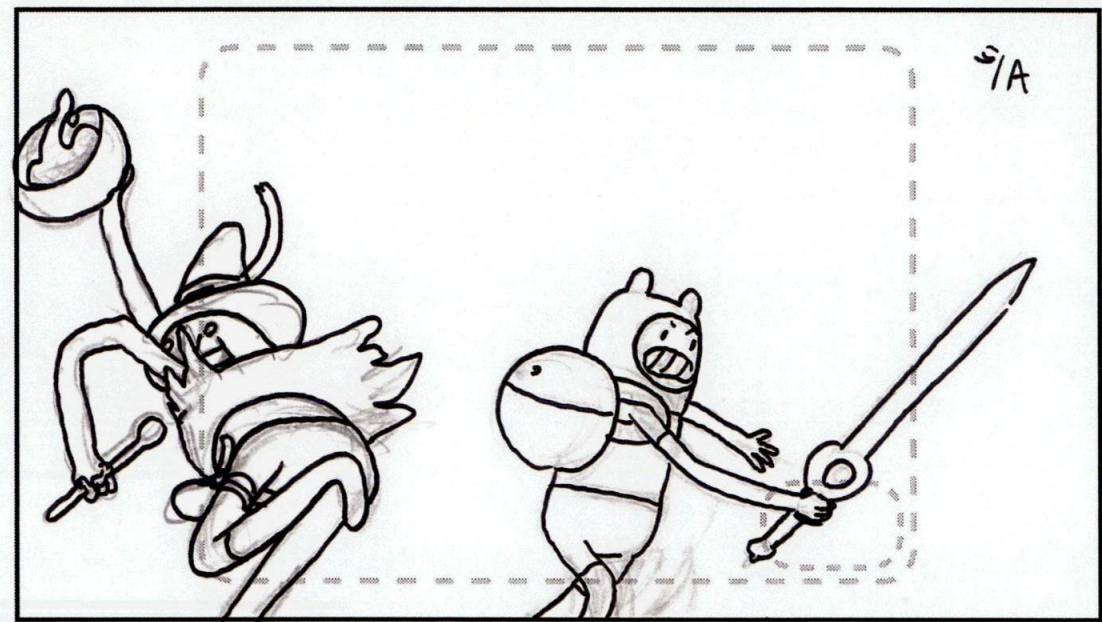
1025/197

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# ADVENTURE TIME

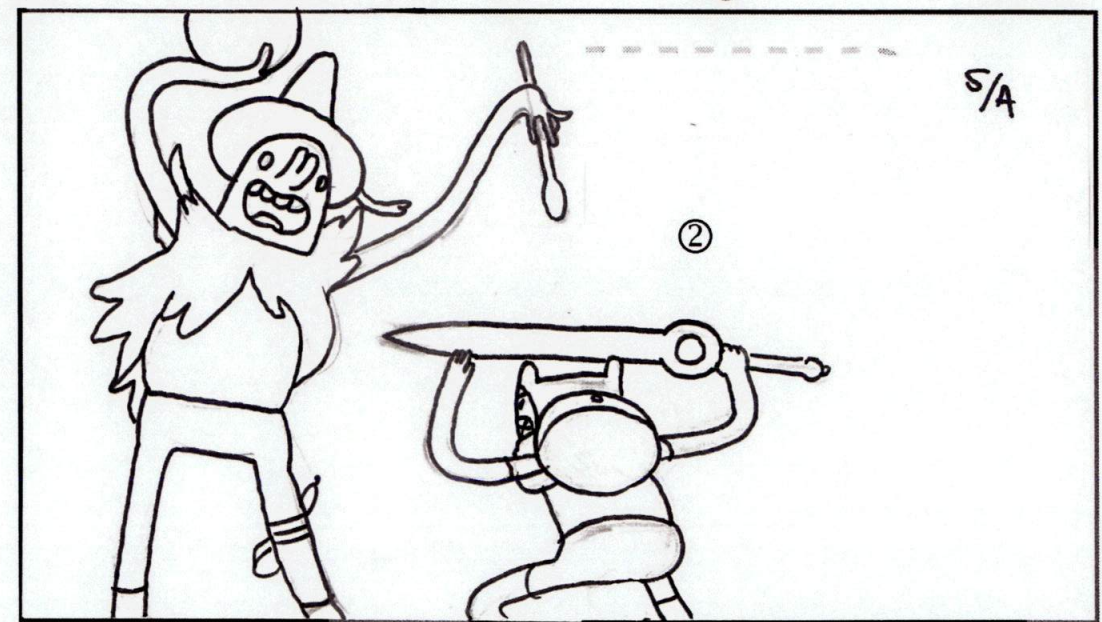


Sc. 16 CONT Pnl. R Bg. day night



Sc. 16 CONT Pnl. 5 Bg. day night

Page 33



Dialog:	
MM/ BABIES!	
Action:	- MM TURNS W/ SPOON IN HAND.
Timing:	



SEP 18 2014

EPISODE #

Production:

1025-197  
1025/197

1025/197



# ADVENTURE TIME



Page **34**  
day night

Sc. **16 CONT** Pnl. **T**

Bg.

day night

Sc. **16 CONT** Pnl. **U**

Bg.

day night



S/A



S/A

Dialog:

Finn! WLAUGH!

Action:

- Finn shrinks and floats into the air — Finn turns into an egg

Timing:

SEP 18 2014

EPISODE #

1025-197

1025/197

Production:

1025/197

1025/197



1025/197

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# ADVENTURE TIME



Sc. **16 CONT** Pnl. **V** Bg.

day night

Sc. **16 CONT** Pnl. **EW** Bg.

day night



Dialog: MM/ there goes !

MM/① SHH  
② SHH  
Peace

Action: - MM CATCHES EGG W/ SPOON.

- MM SHUSHES EGG  
AND SOUP LIKE  
SLEEPING BABIES.

Timing:



SEP 18 2014

EPISODE #

Production:

1025-197  
1025/197

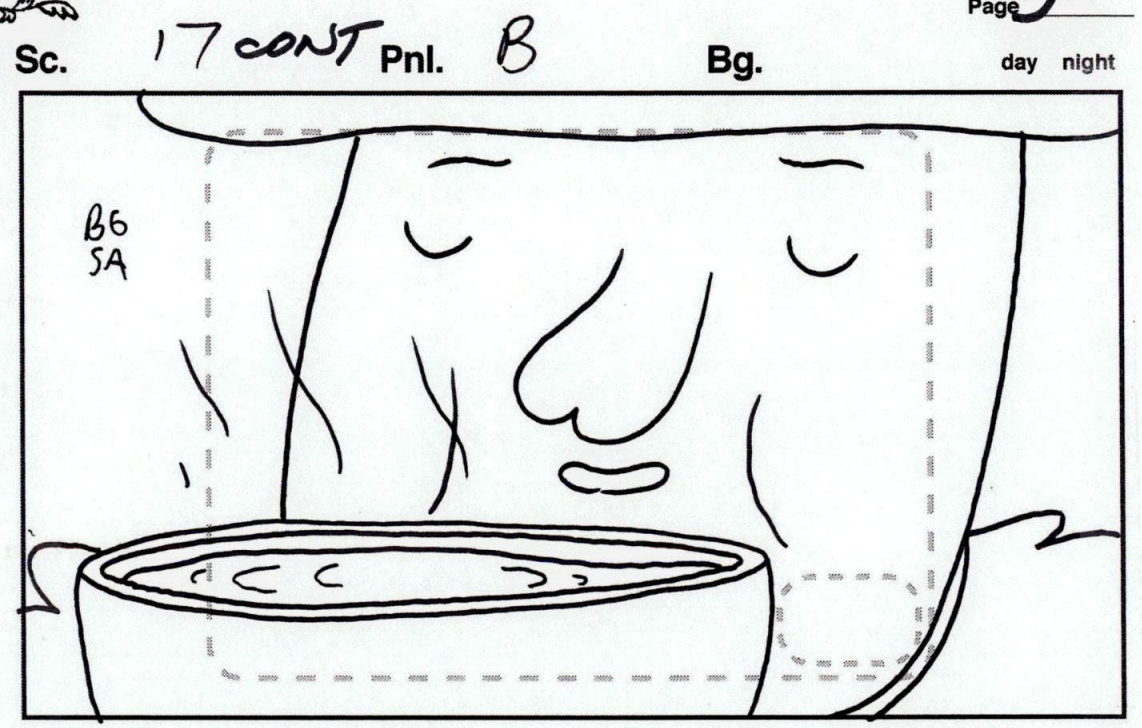
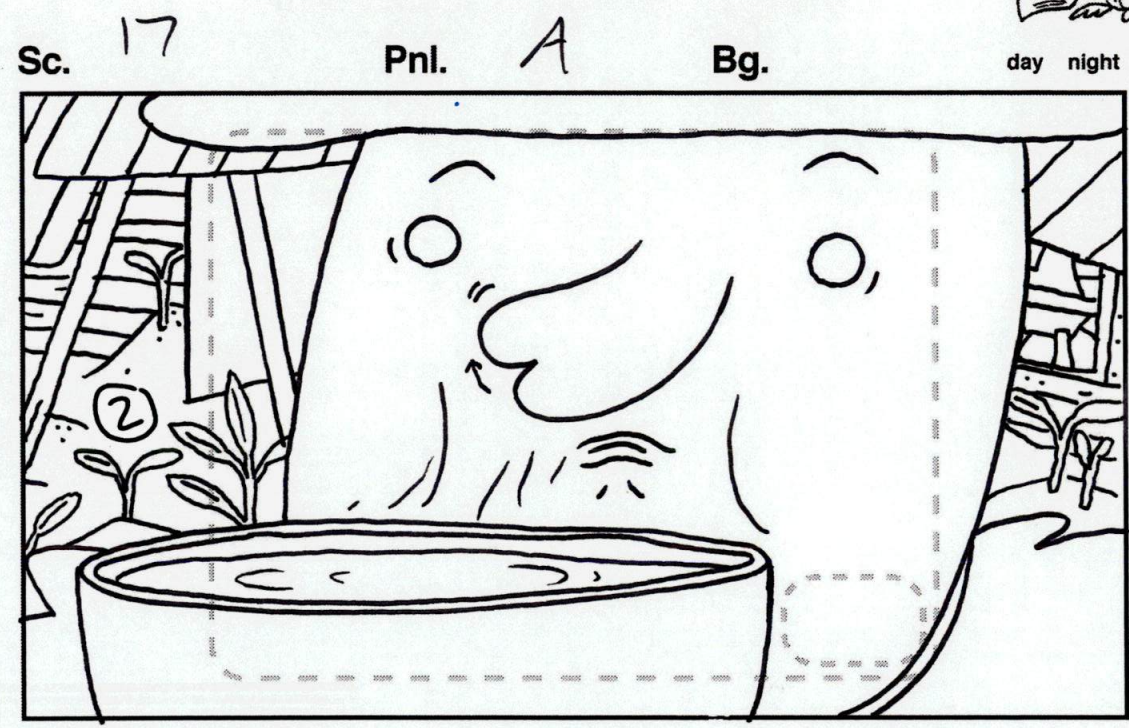
1025/197



1025/197

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# ADVENTURE TIME



Dialog:	<u>mm / SNIFF</u>	<u>mm / AHH</u>
Action:	<u>-MM. sniffs soup</u>	
Timing:		

SEP 18 2014

1025/197

EPISODE #

1025/197

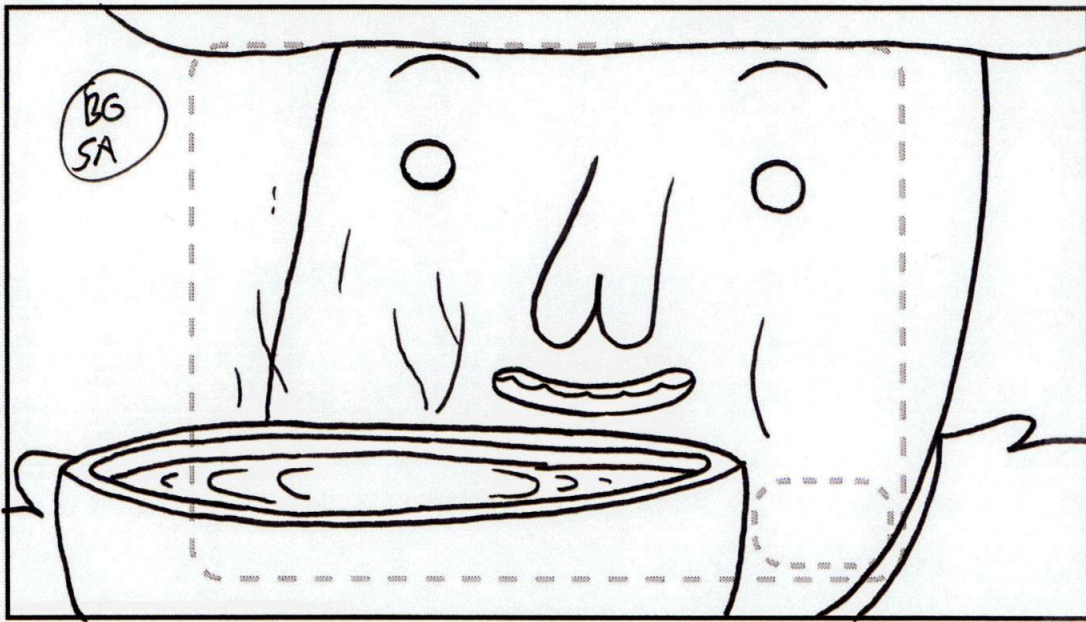
Production:



ADVENTURE TIME



Sc. 17 CONT Pnl. C Bg. day night



Sc. 17 CONT Pnl. D Bg. day night



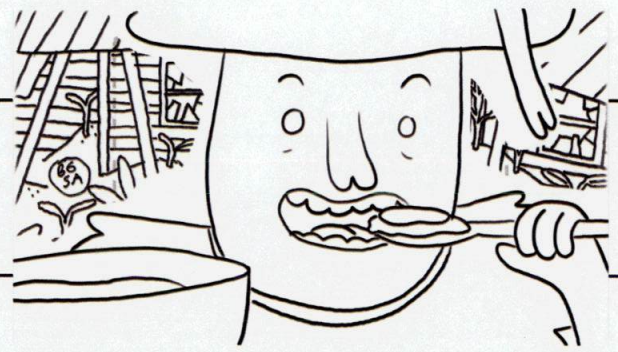
Dialog: Magic Man/ Like a red raw trash hatch!

Magic Man/ HAHHAHA

Action:

Timing:

①



SEP 18 2014

EPISODE #

Production:



# ADVENTURE TIME



Page **38**

Sc. **17 CONT** Pnl. **E** Bg. day night



Sc. **17 CONT** Pnl. **F** Bg. day night



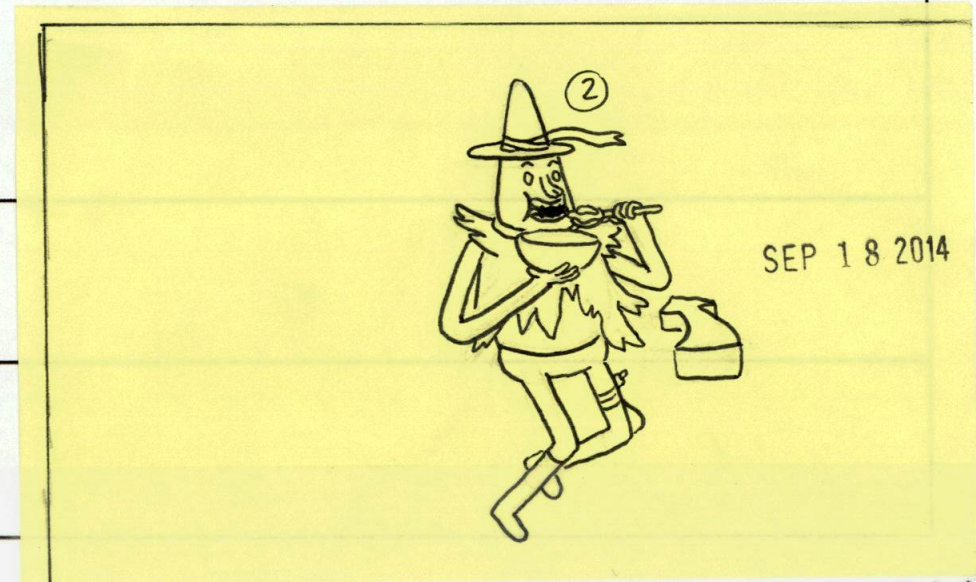
Dialog:

mm / You're in luck! →

Action:

magic man flies back into his house

Timing:



Production:

EPISODE #

1025-197

1025/197

1025/197

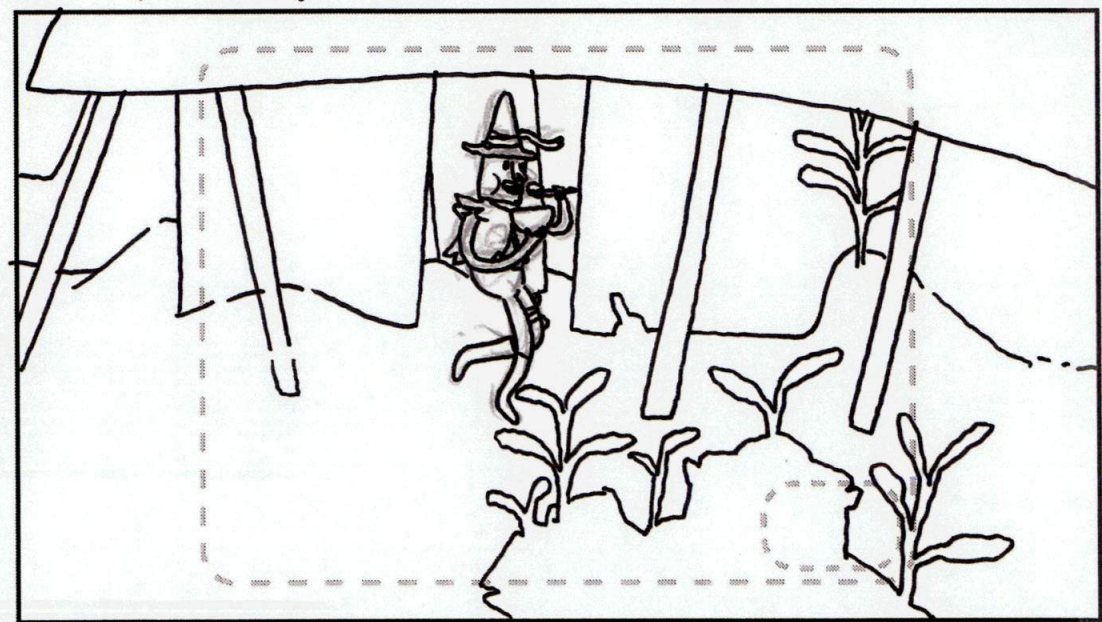


# ADVENTURE TIME



Page **39**

Sc. **17 CONT** Pnl. **G** Bg. day night



Sc. **17 CONT** Pnl. **H** Bg. day night



Dialog:	<u>mm</u> / come ——— on !
Action:	magic man enters house
Timing:	SEP 18 2014

EPISODE #

Production:

1025-197

1025/197

1025/197

1025/197





magic man / ① You get ② to rule over my house ③ while I'm gone for ④ the rest of forever!

- MM FLOATS THROUGH HOUSE
- PAN w/ MM.

SEP 18 2014

**Timing:**

START

**Production:**

1025/197

1025/197



# ADVENTURE TIME



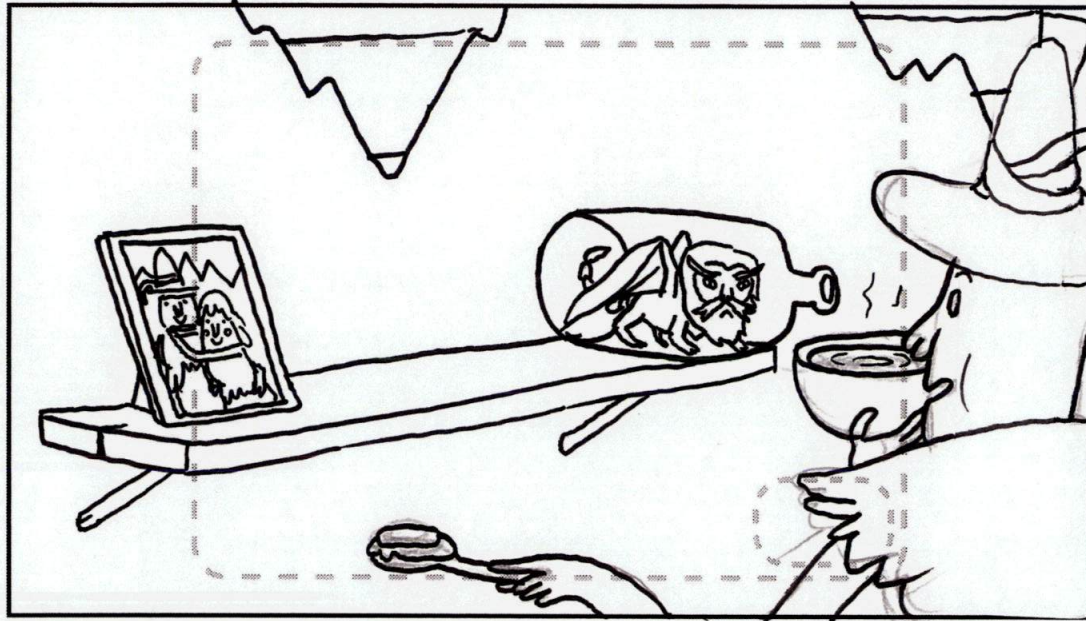
Page **41**

Sc. **19**

Pnl. **A**

Bg.

day night

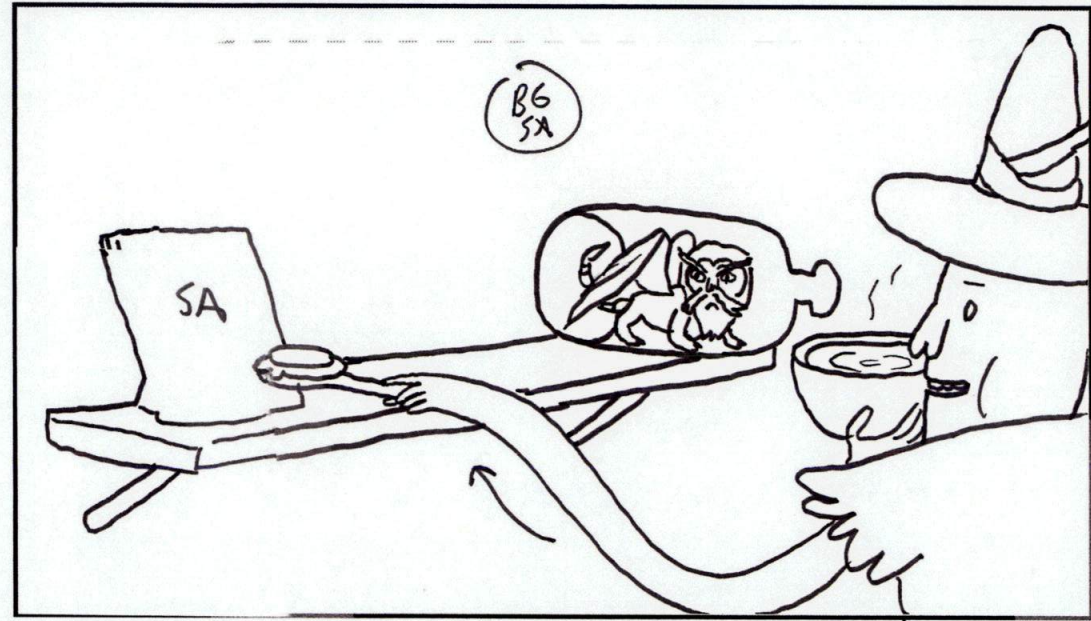


Sc.

**19 cont** Pnl. **B**

Bg.

day night



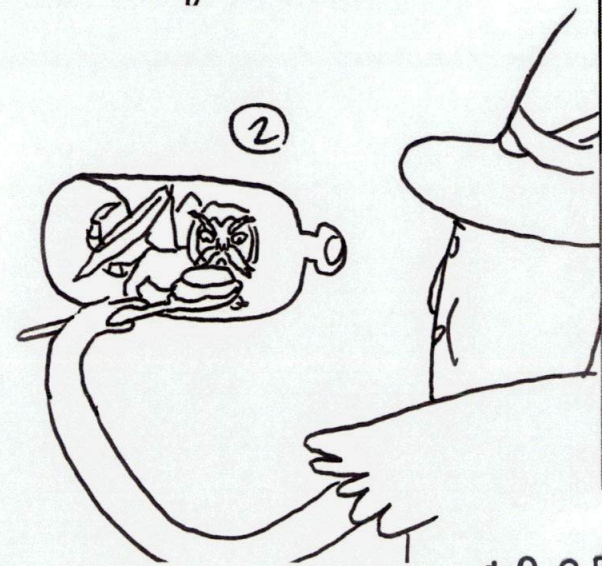
Dialog: mm/ Right here on my shelf of special friends:

mm/ ① Margles and ② tiny Manticores.

Action:

Timing:

SEP 18 2014



EPISODE #

Production:

1025-197

1025/197

1025/197



# ADVENTURE TIME

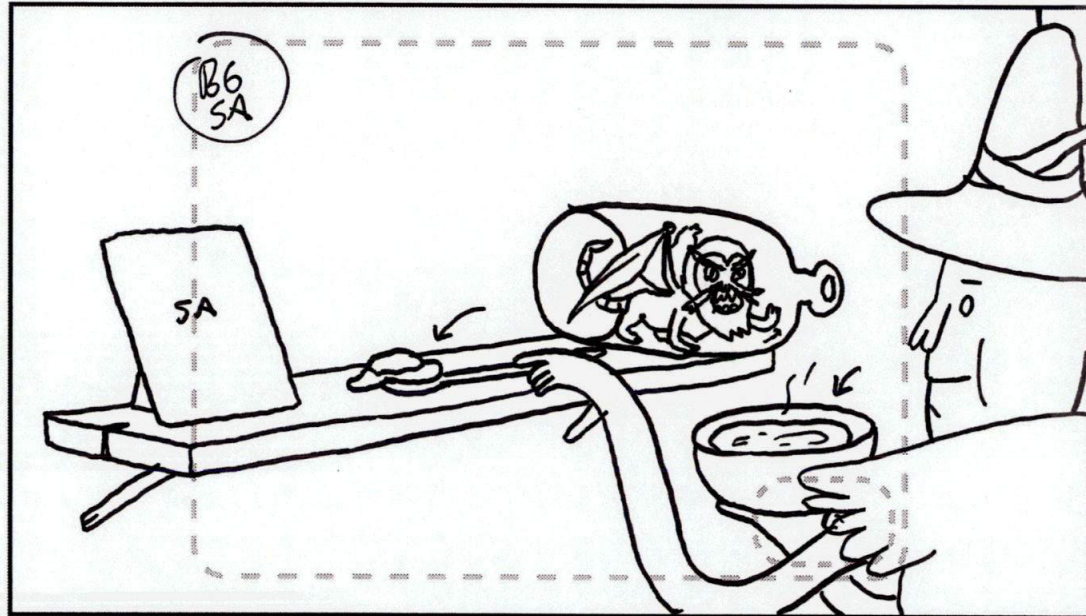


Page **42**

Sc. **19 CONT** Pnl. **C**

Bg.

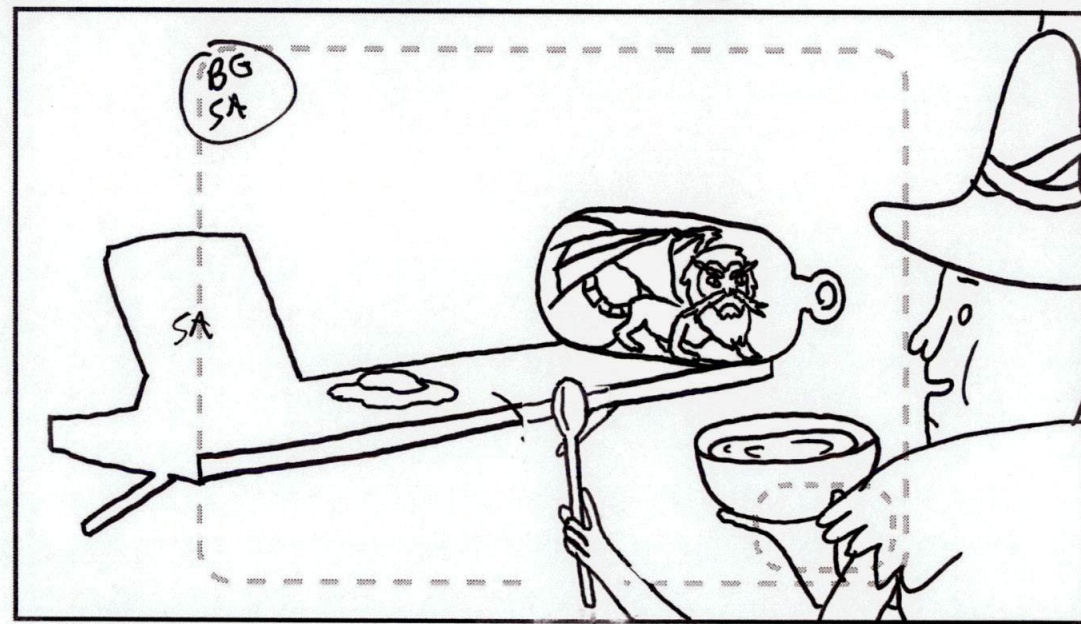
day night



Sc. **19 CONT** Pnl. **D**

Bg.

day night



Dialog: TM/ You promised me I would rule Magic Man!

Action: -MM PUTS EGG ON SHELF.

MM/ How can a coward rule ~~the~~ roost?

Timing:

SEP 18 2014

EPISODE #

Production:

1025/197 1025-197

1025/197

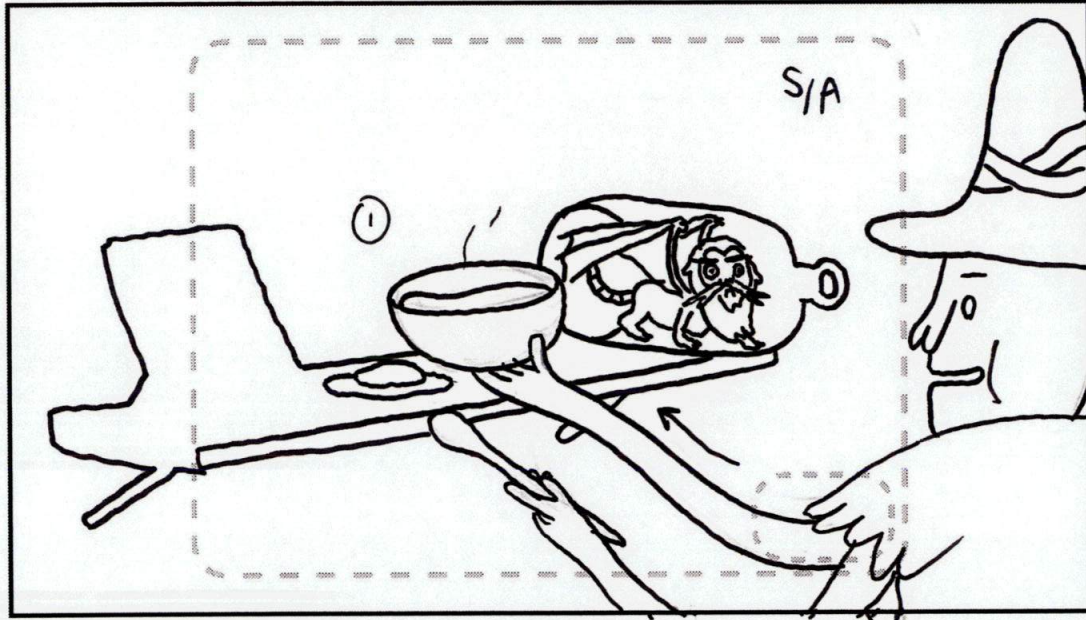


# ADVENTURE TIME

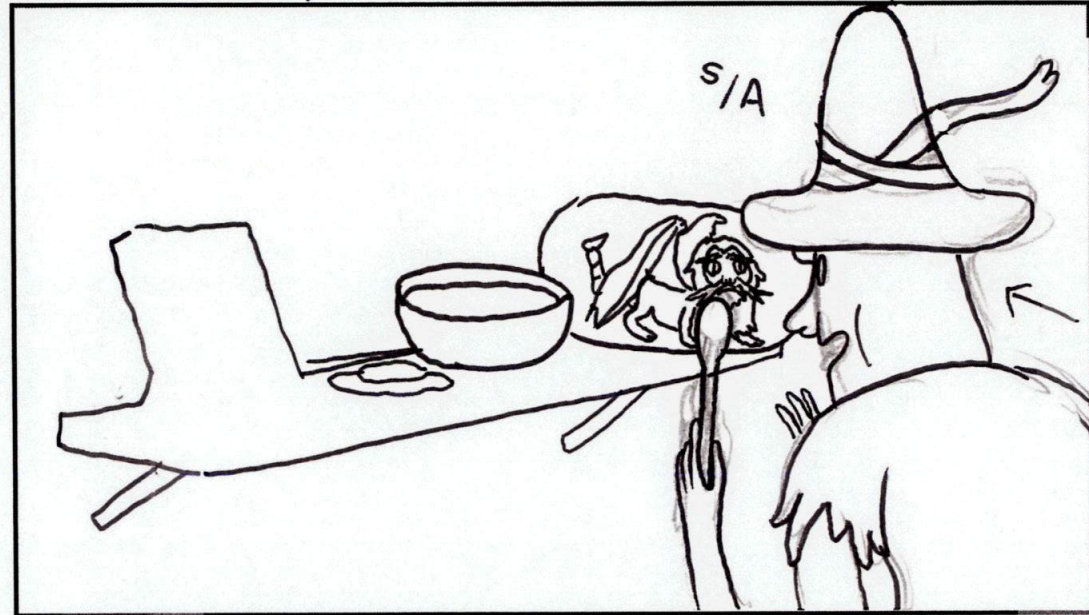


Page **43**

Sc. **19 CONT** Pnl. **E** Bg. day night



Sc. **19 CONT** Pnl. **F** Bg. day night



Dialog: mm / ① You escaped once  
② and came right back

Action:  
- M.M PUTS SOUP  
ON SHELF.

Timing:

mm / How sad is that, huh?

SEP 18 2014

EPISODE #

Production:

1025-197

1025/197

1025/197



# ADVENTURE TIME



Page **44**

Sc. **20** Pnl. **A** Bg. day night



Sc. **20 CONT** Pnl. **B** Bg. day night



Dialog: Tiny M/ You gave me some kind ——— of hostage syndrome!

Action: -TM puts paw against glass

SEP 18 2014

Timing:

EPISODE #

1025-197

1025/197

Production:

1025/197



# ADVENTURE TIME



Page **45**

Sc. **20 CONT** Pnl. **C** Bg. day night



Sc. **21** Pnl. **A** Bg. day night



Dialog:

TM/ I need therapy !

mm/ well -

Action:

both paws against glass

Timing:

SEP 18 2014

Production:

EPISODE #

1025-197

1025/197

1025/197



# ADVENTURE TIME

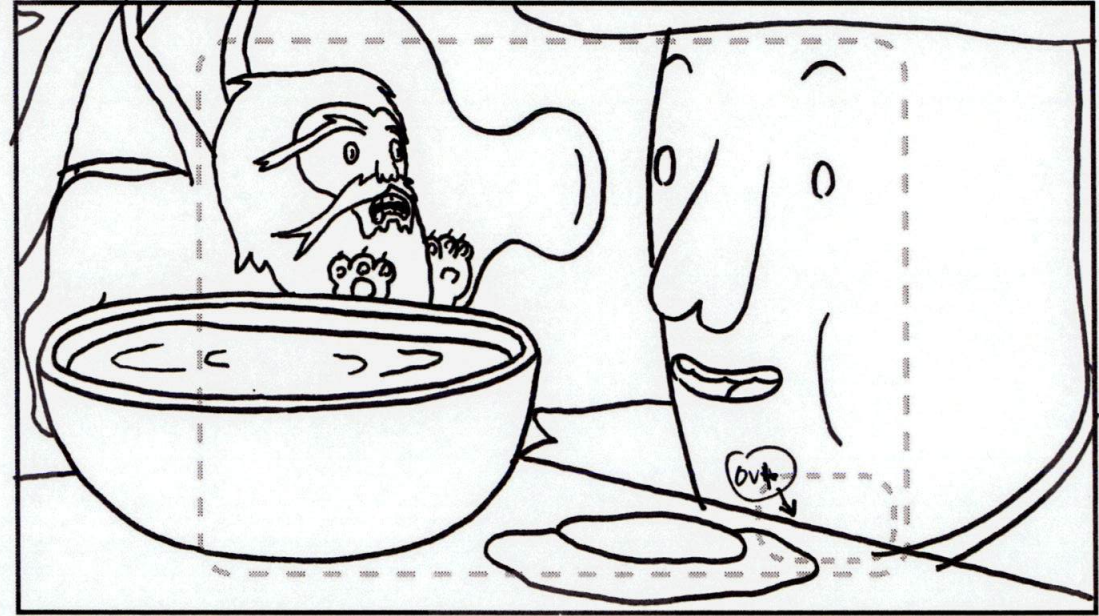


Page 46

Sc. 21 cont Pnl. B Bg. day night



Sc. 21 cont Pnl. C Bg. day night



Dialog: MM/ - Finn and Jake are heroes — so try bein' more like them why don'tcha!

Action:

SEP 18 2014

Timing:

EPISODE #

1025-197

1025/197

Production:

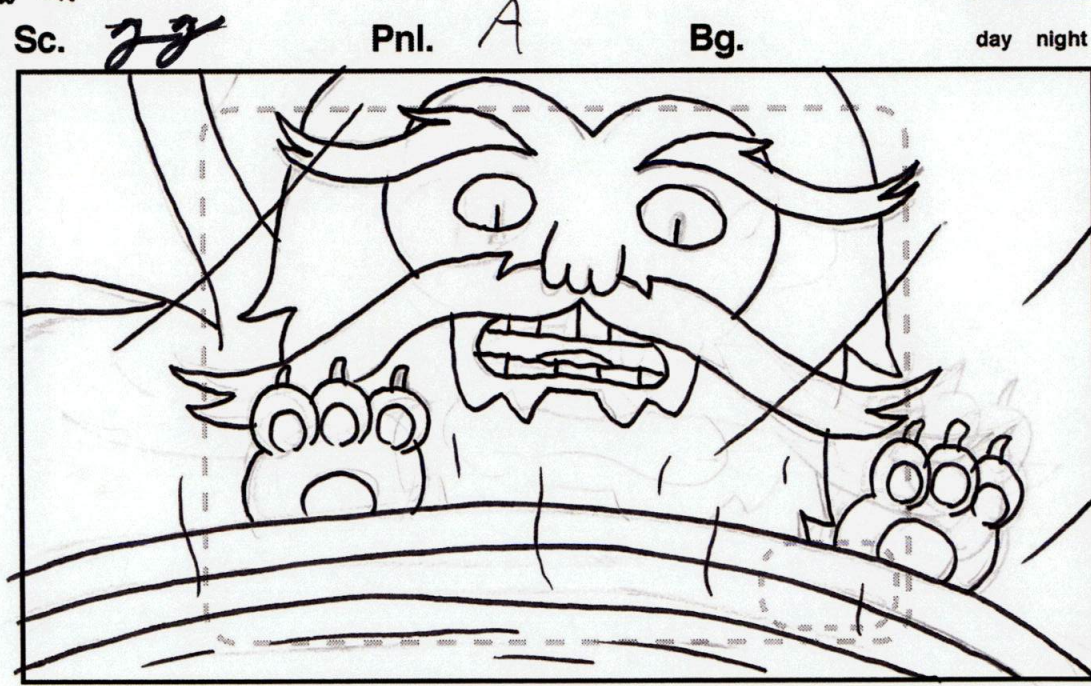
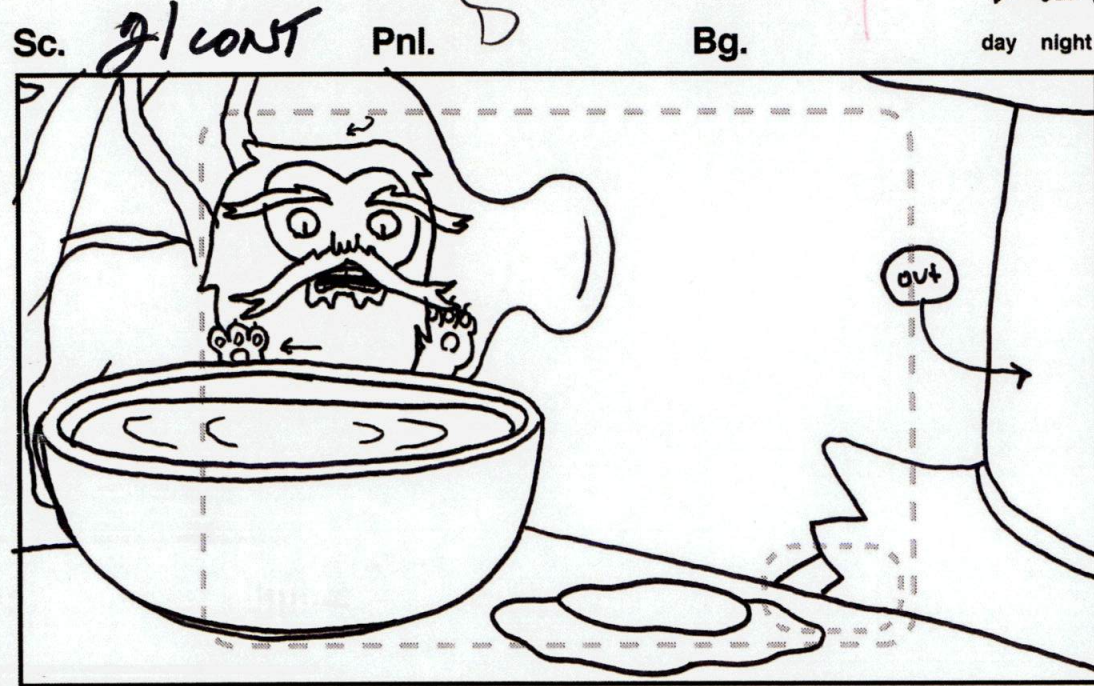
1025/197



# ADVENTURE TIME



Page 47



Dialog:

mm/ Peace!

Tiny Manticores "Finn and Jake" ?!

Action:

- MM TURNS AND FLOATS OFF/S

SEP 18 2014

Timing:

EPISODE #

Production:

1025-197

1025/197

1025/197



# ADVENTURE TIME

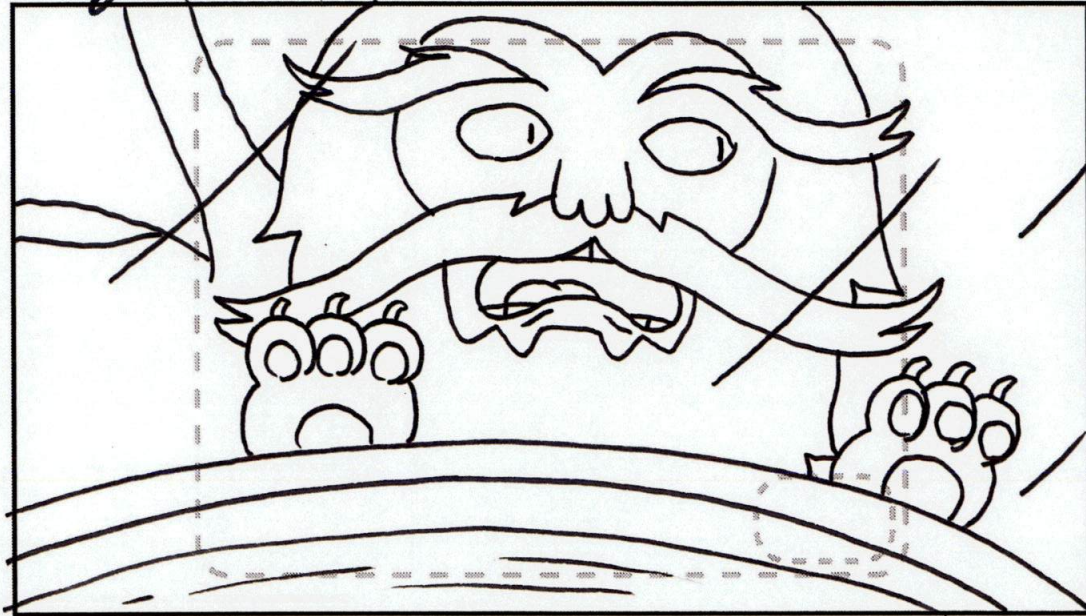


Cut

Sc. 27 CONT Pnl. 13

Bg.

day night

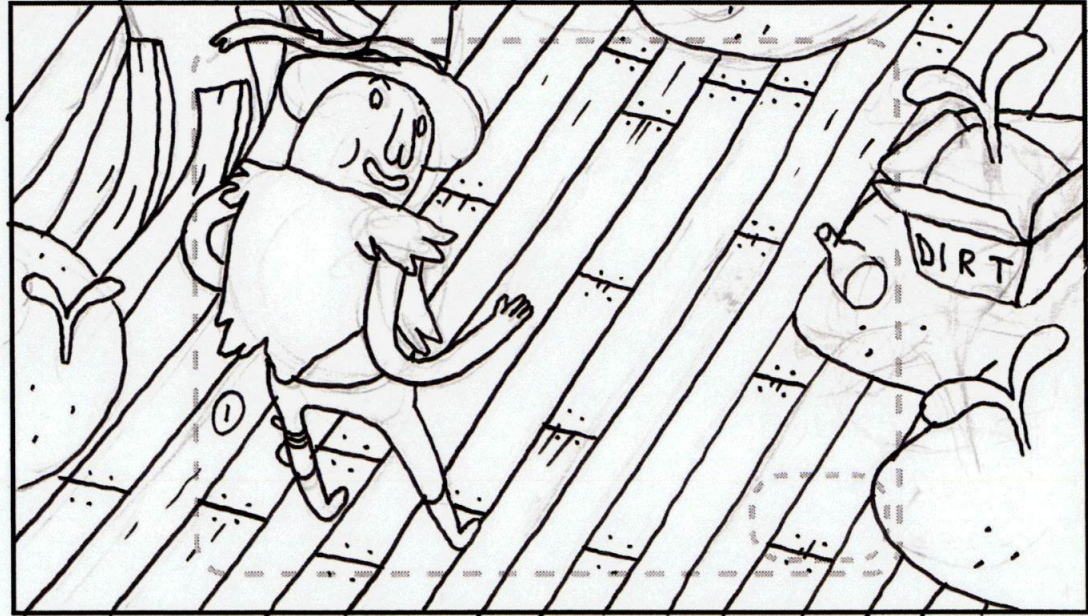


Sc. 28

Pnl. A

Bg.

day night



Dialog: Tiny M/ WHAT DID YOU DO!?

Action:

Timing:

T Mantecore/ (OS) YOU MONSTER! AHGHH!



- MM TURNS AND  
RAISES HAND.

SEP 18 2014

EPISODE #

Production:

1025-197

1025/197

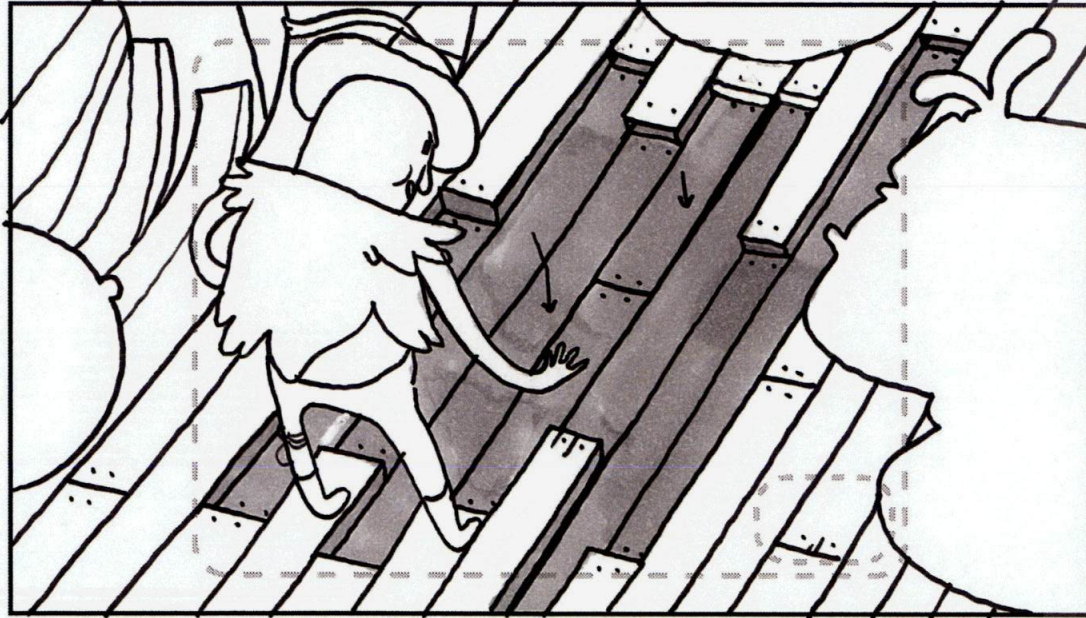
1025/197



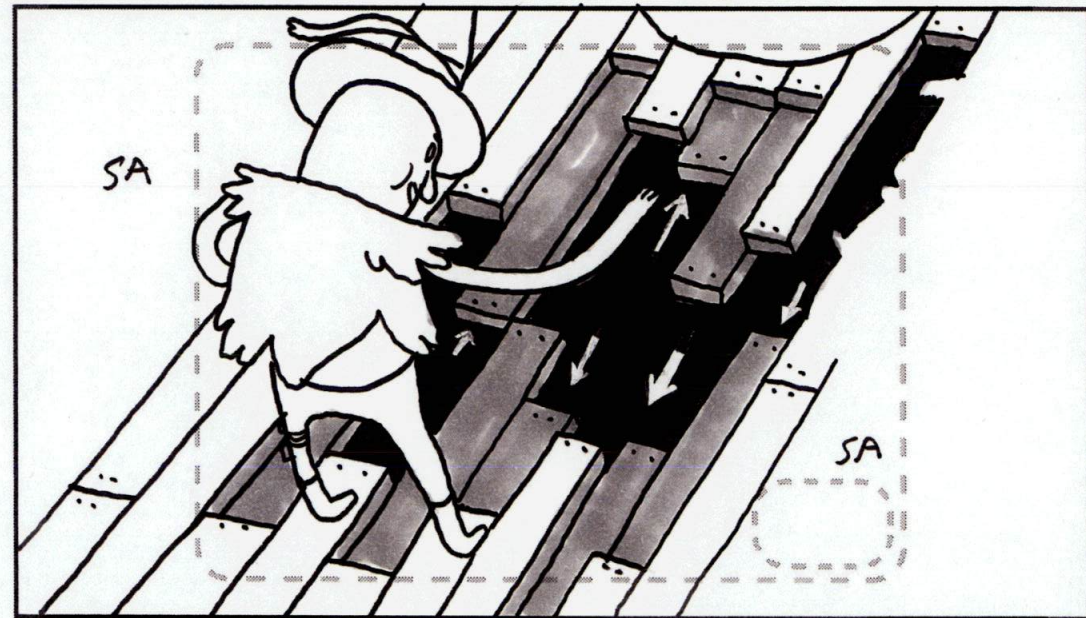
# ADVENTURE TIME



Sc. 23 CONT Pnl. B Bg. day night



Sc. 23 CONT Pnl. C Bg. day night



Dialog:

Action:

- floor boards sink

- FLOORBOARDS SLIDE AWAY

SEP 18 2011

Timing:

EPISODE #

Production:



# ADVENTURE TIME

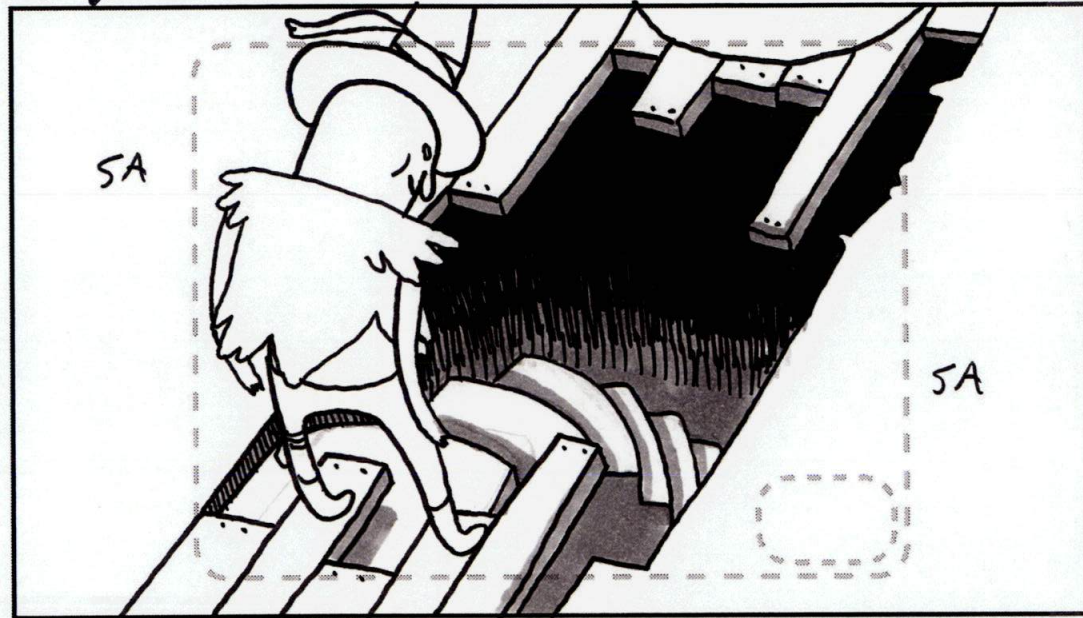


Page 50

Sc. 23 CONT Pnl. D

Bg.

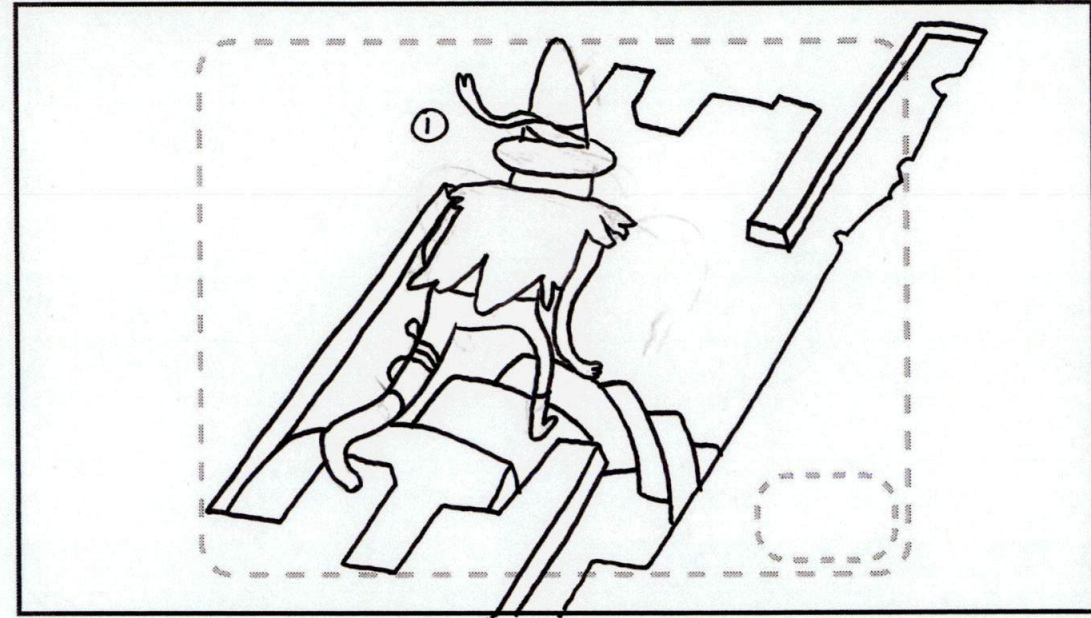
day night



Sc. 23 CONT Pnl. E

Bg.

day night

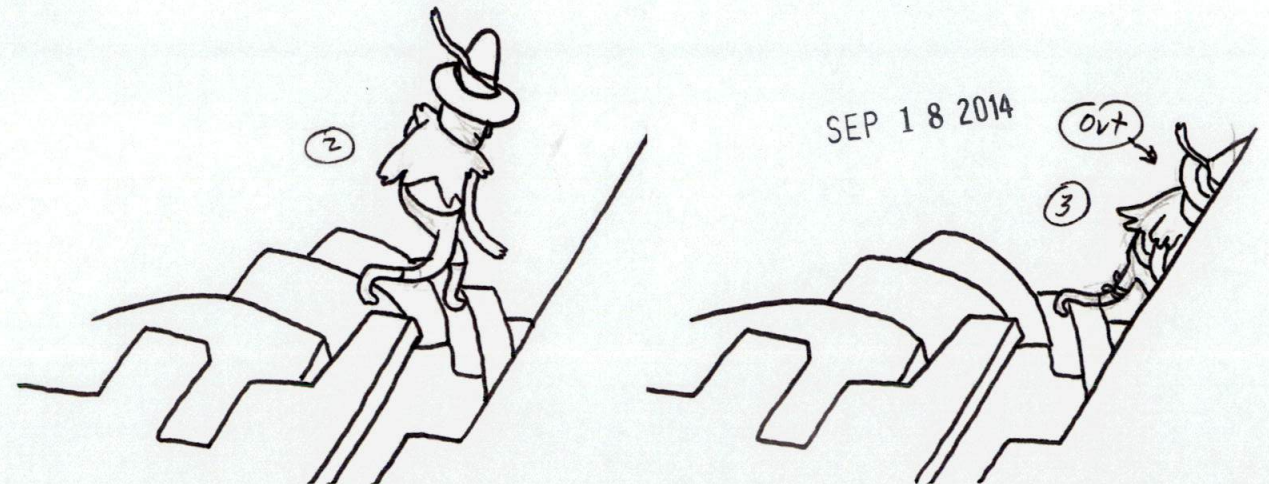


Dialog:

Tiny Manticore / <sup>(o/s)</sup> I would do some thing if I could! You hear me Magic Man!?

Action:

Timing:



EPISODE #

1025-197

1025/197

1025/197



# ADVENTURE TIME



Page 51

Sc. 24

Pnl. A

Bg.

day night



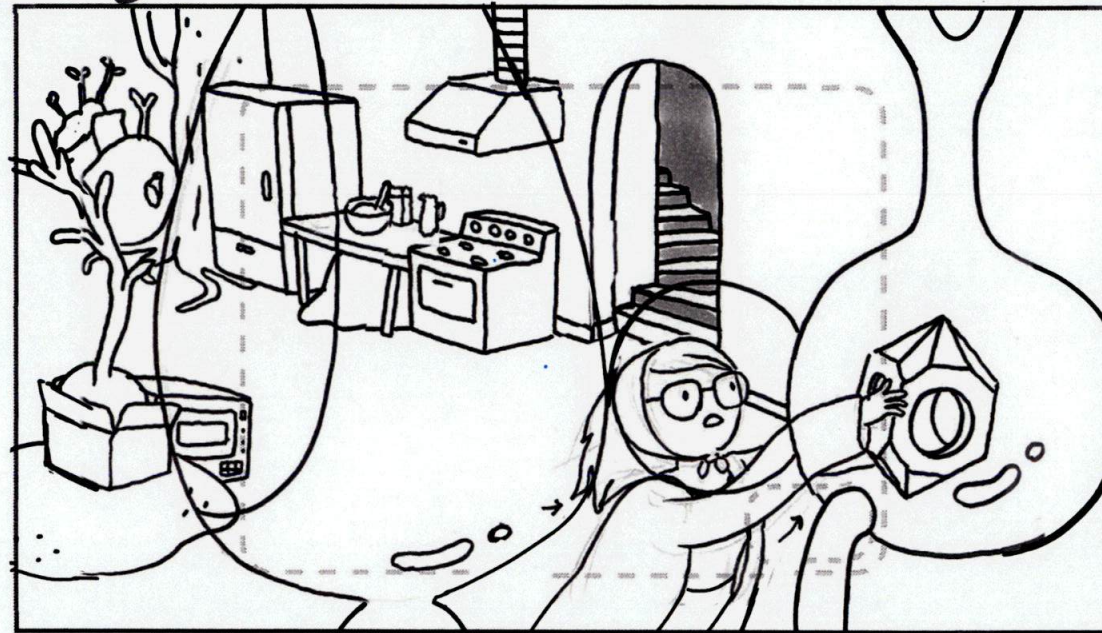
Sc.

24 CONT

Pnl. B

Bg.

day night



Dialog:

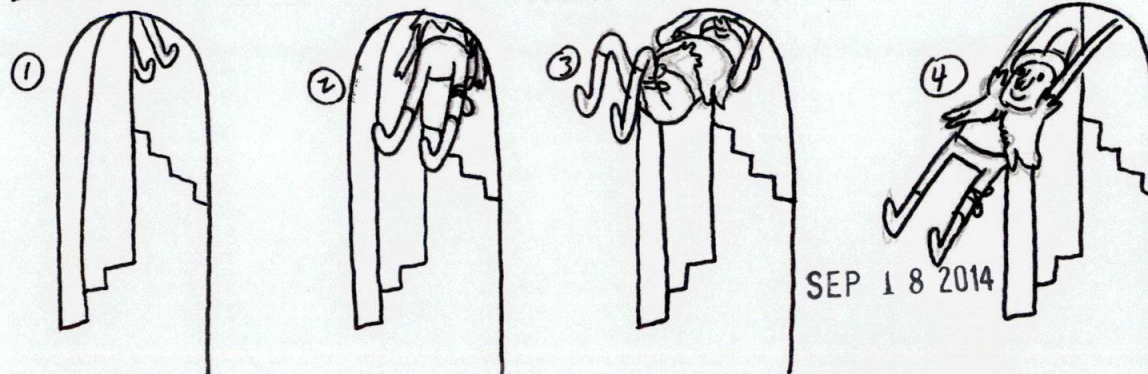
Tiny Mantecore (as distant) / you hear me !!!

Action:

- BETTY PLACES  
HELMET IN  
CHAMBER.

Timing:

Betty / What's all that yelling ?



SEP 18 2014



EPISODE #

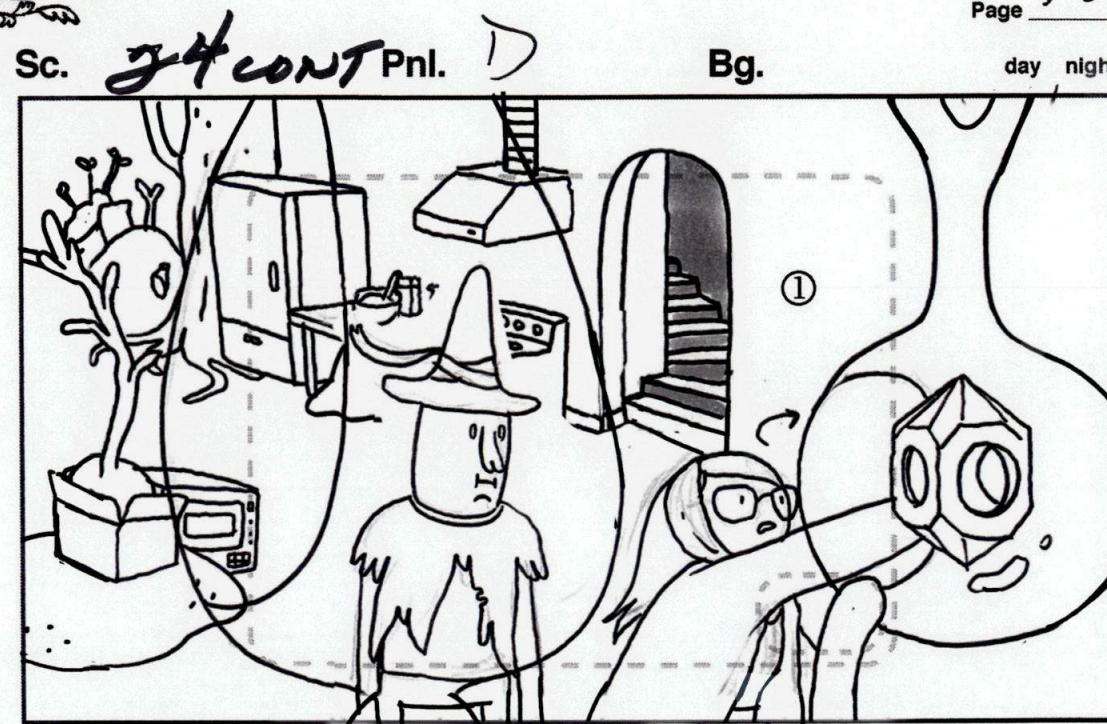
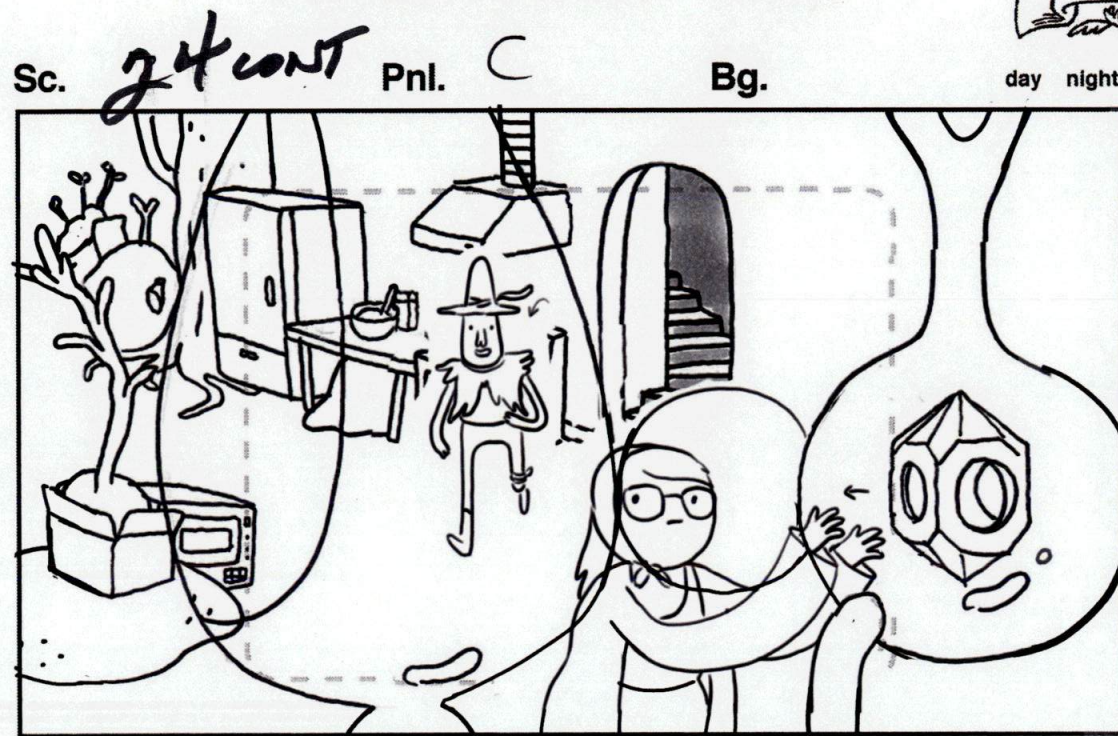
1025/197



# ADVENTURE TIME



Page 52



Dialog: *MM/ Lil' guy's sad to see me go.*

*Betty/ ① Well there it is. ② What remains of your brother Glob.*

Action:

Timing:



SEP 18 2014

1025/197

EPISODE #

1025-197

1025/197

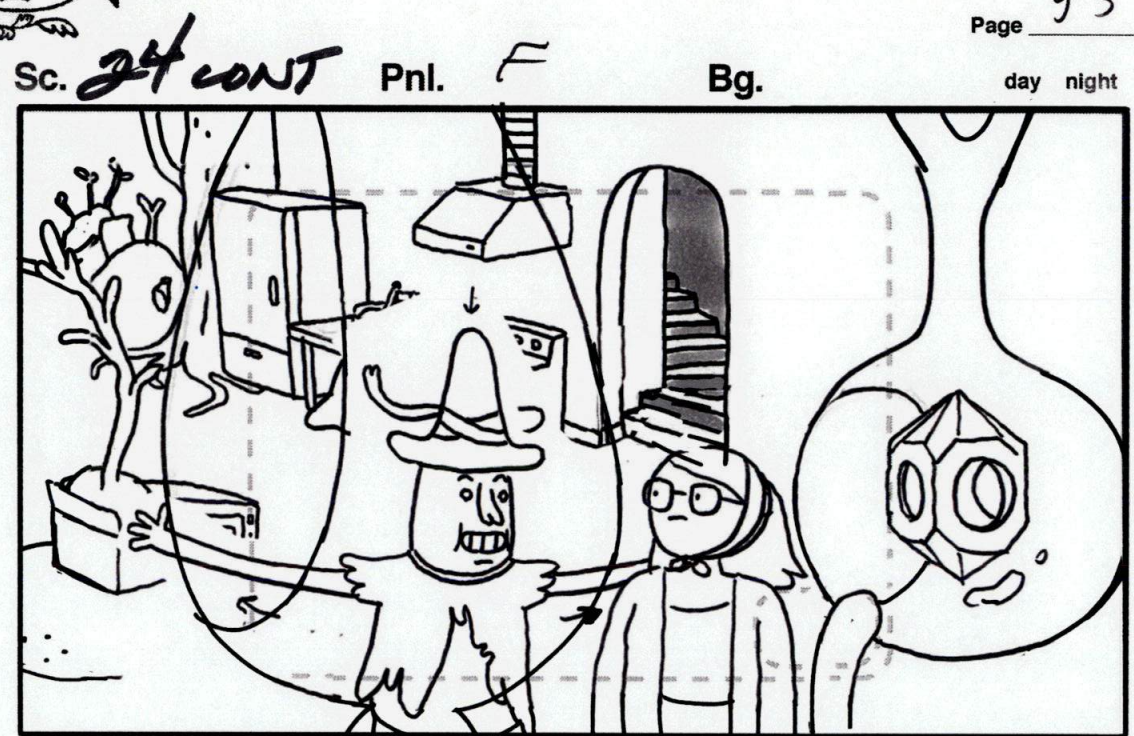
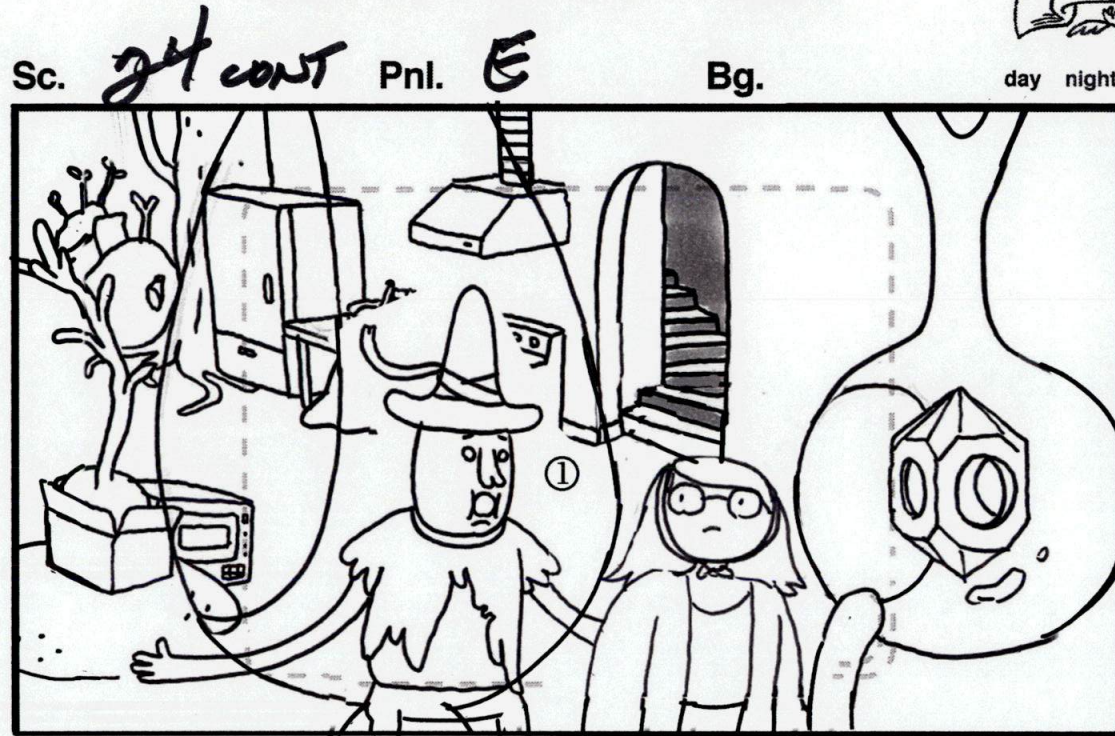
Production:



# ADVENTURE TIME



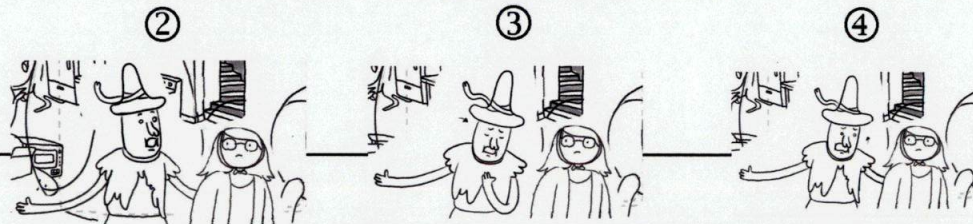
Page 53



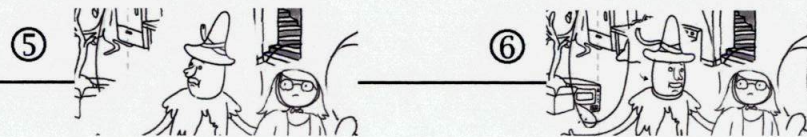
Dialog: Magic Man / ♪ what remains?  
Tell me what remains?  
Some loser smashed out  
your brains ♪

(Beat)

Action:



Timing:



SEP 18 2014

1025/197

EPISODE #

1025/197 1025-197

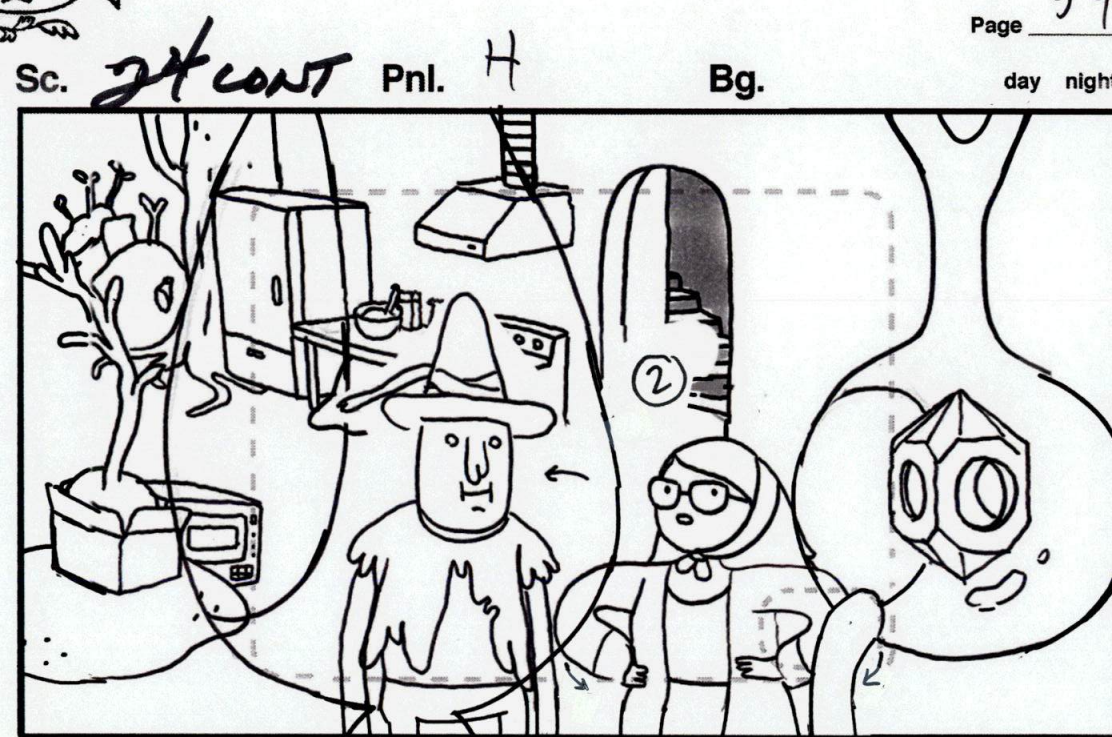
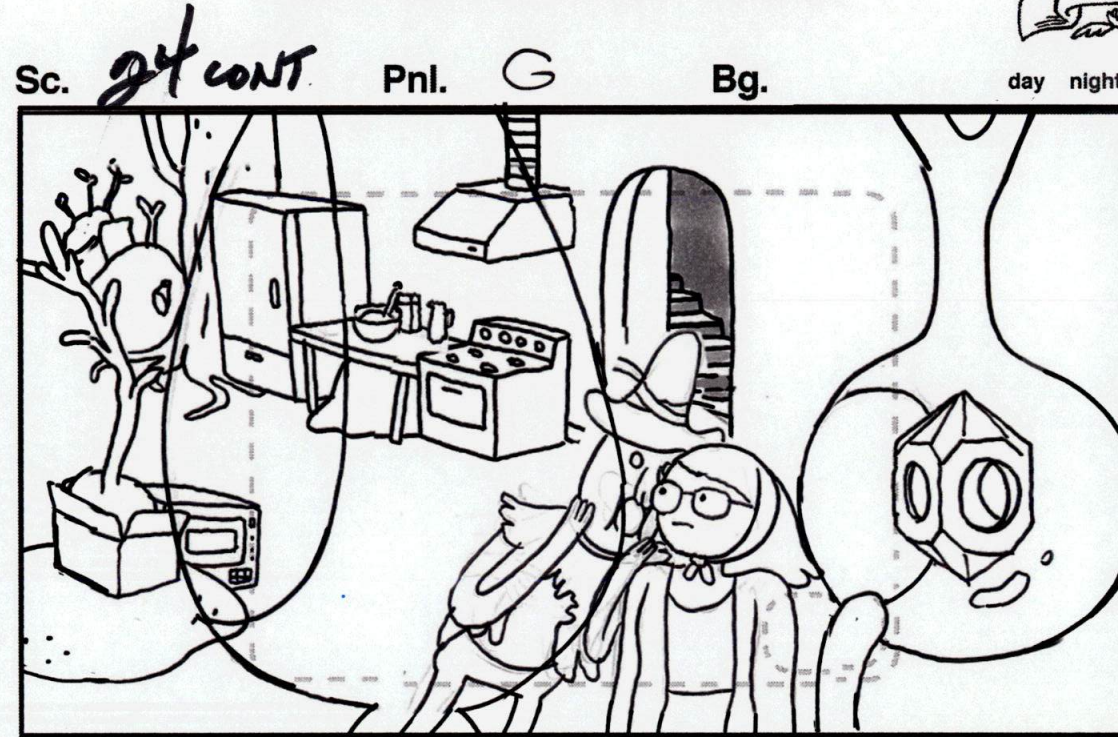
Production:



# ADVENTURE TIME



Page 54



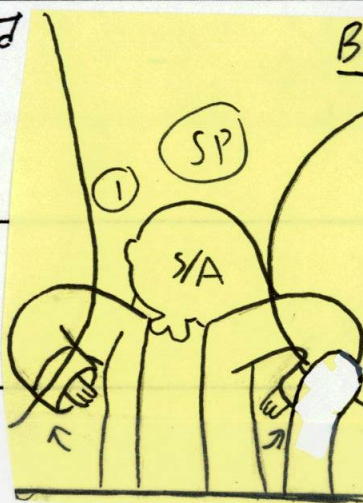
*the cut*

Dialog: mm / end of sonngg!

Betty / 2 so this thing's really 3 gonna transmute you 4 into the new Glob?

Action:

Timing:



SEP 18 2014

Production:

EPISODE #

1025/197 1125-107

1025/197

1025/197



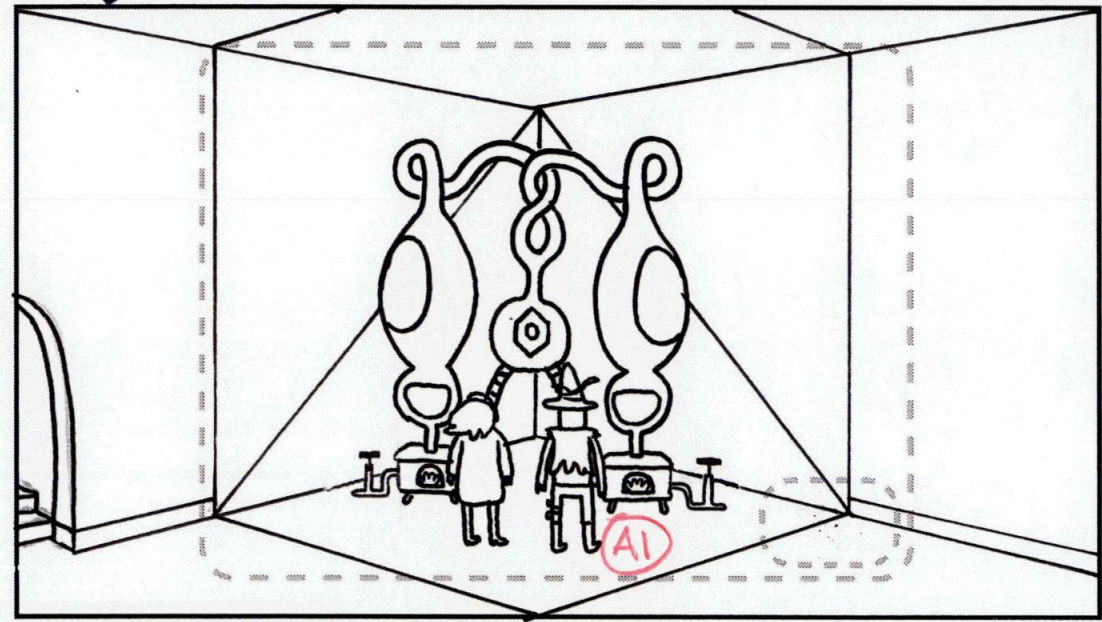
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1025/197

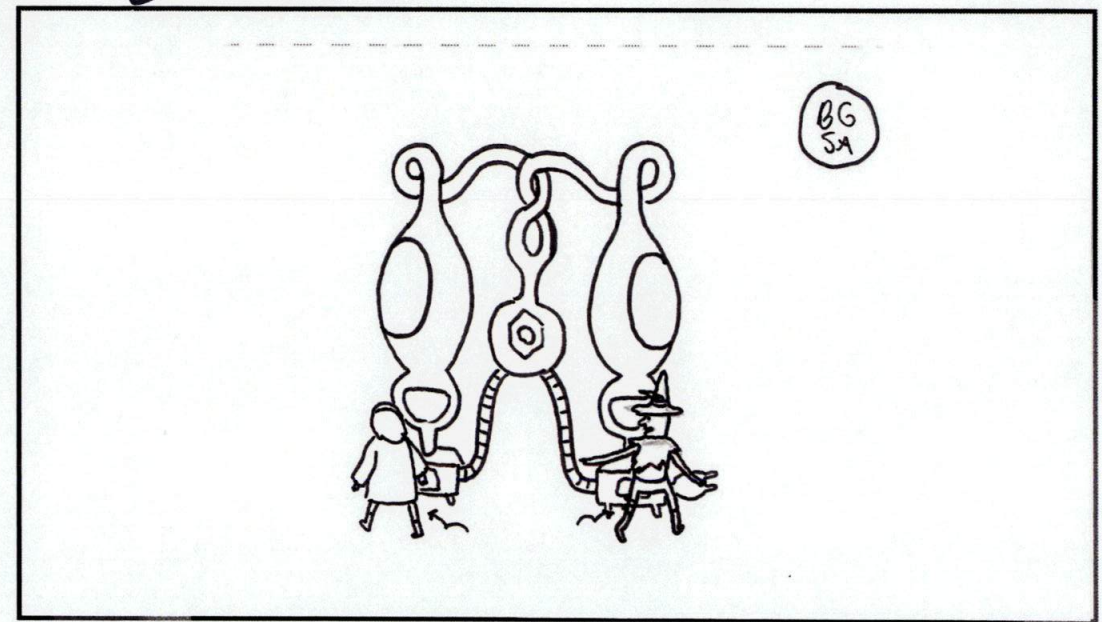
# ADVENTURE TIME



Sc. **25** Pnl. **A** Bg. day night



Sc. **25 cont** Pnl. **B** Bg. day night



Dialog:	<p><u>magic man</u> ① Of course! ② And then I'm gonna make it ③ rain on Mars in a bad way!</p>		<p><u>mm</u>! FIRE up these ovens honey!</p>
Action:	<p></p>		<p>SEP 18 2014</p>
Timing:			

EPISODE #

Production:

1025-197

1025/197

1025/197



1025/197

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# ADVENTURE TIME

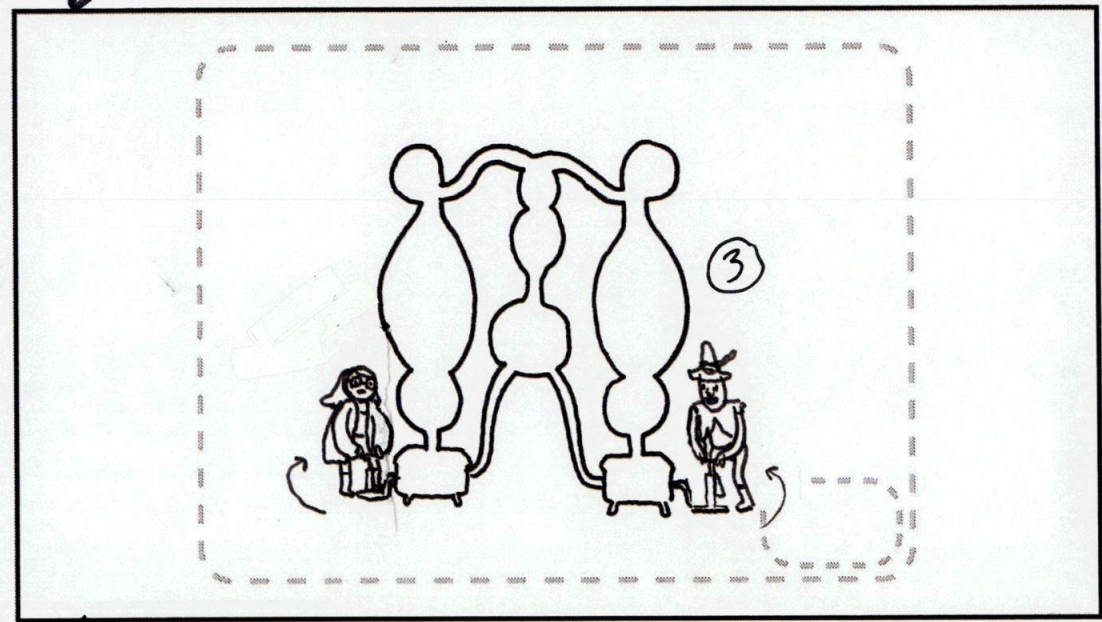


Sc. 25 CONT

Pnl. C

Bg.

day night

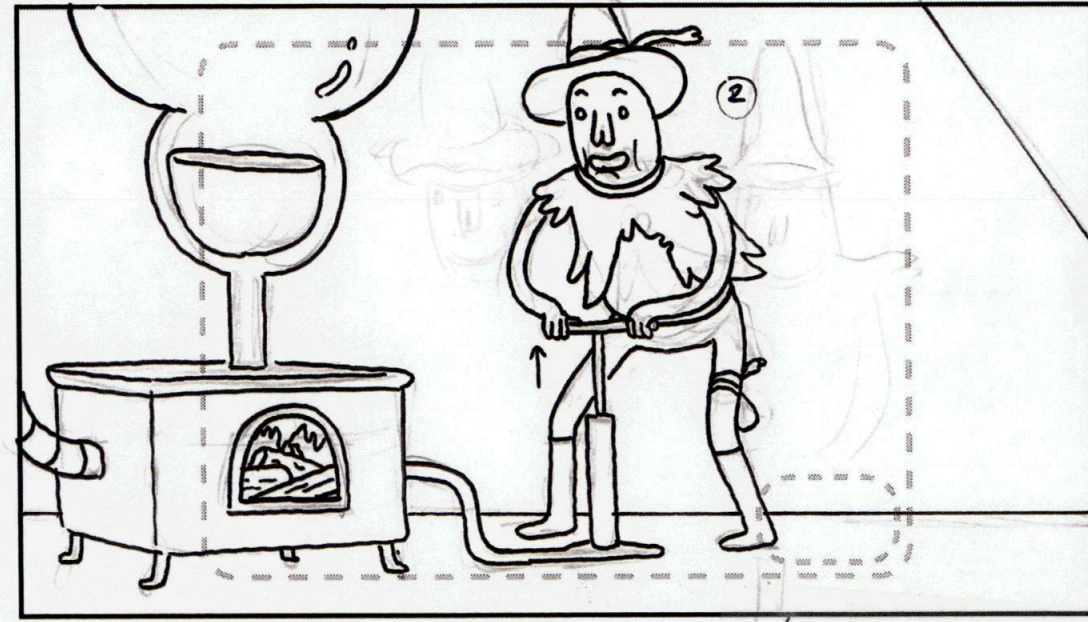


Sc. 26

Pnl. A

Bg.

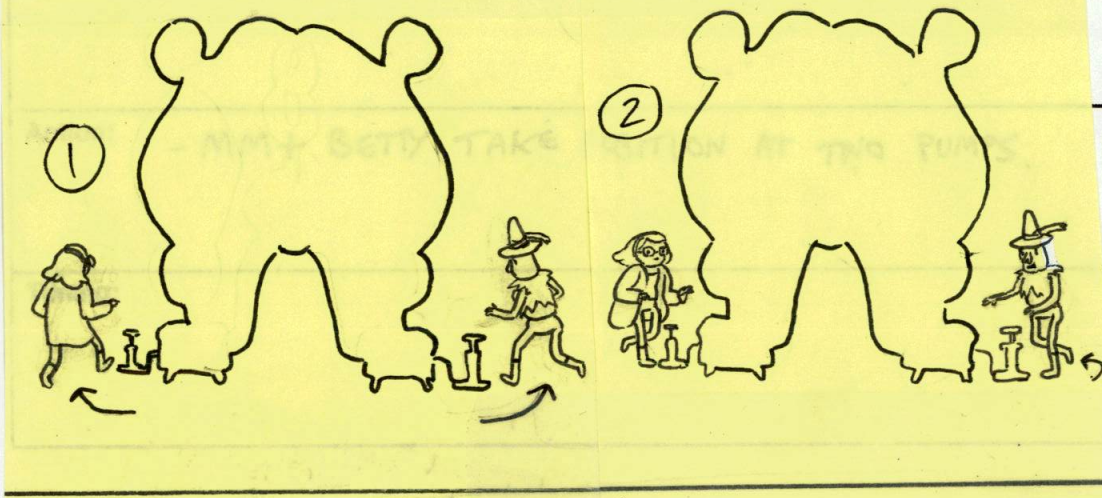
day night



Cut

## Dialog:

-MM & Betty take position at two pumps.



MM/ This is exciting!

cycle 2+3

SEP 8 2014



1025-197

EPISODE #

1025/197

1025/197



# ADVENTURE TIME



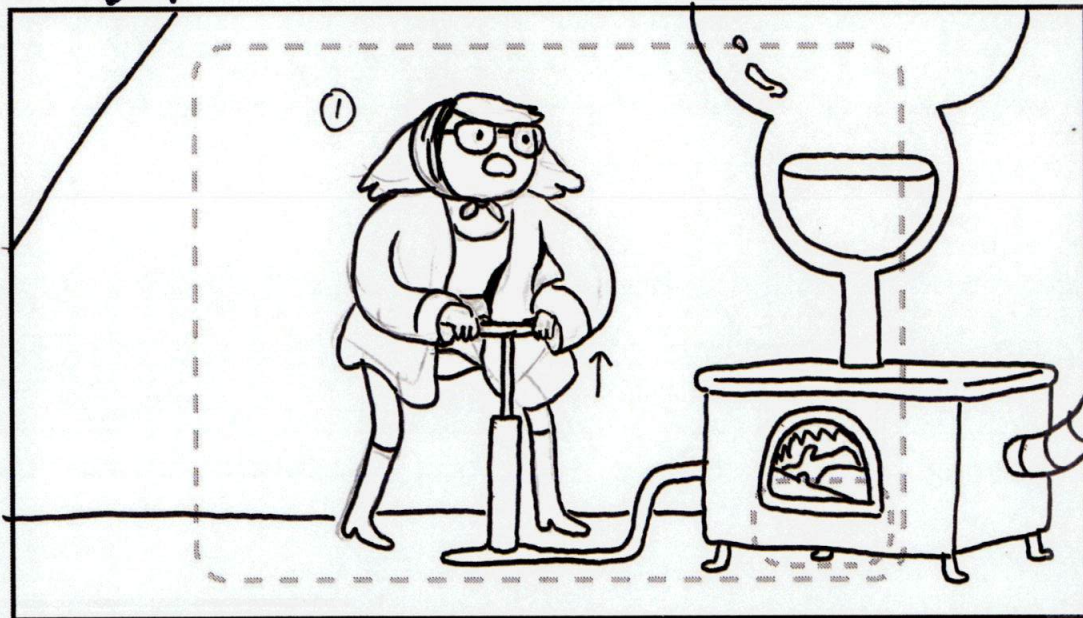
Page 57

Sc. 27

Pnl. A

Bg.

day night

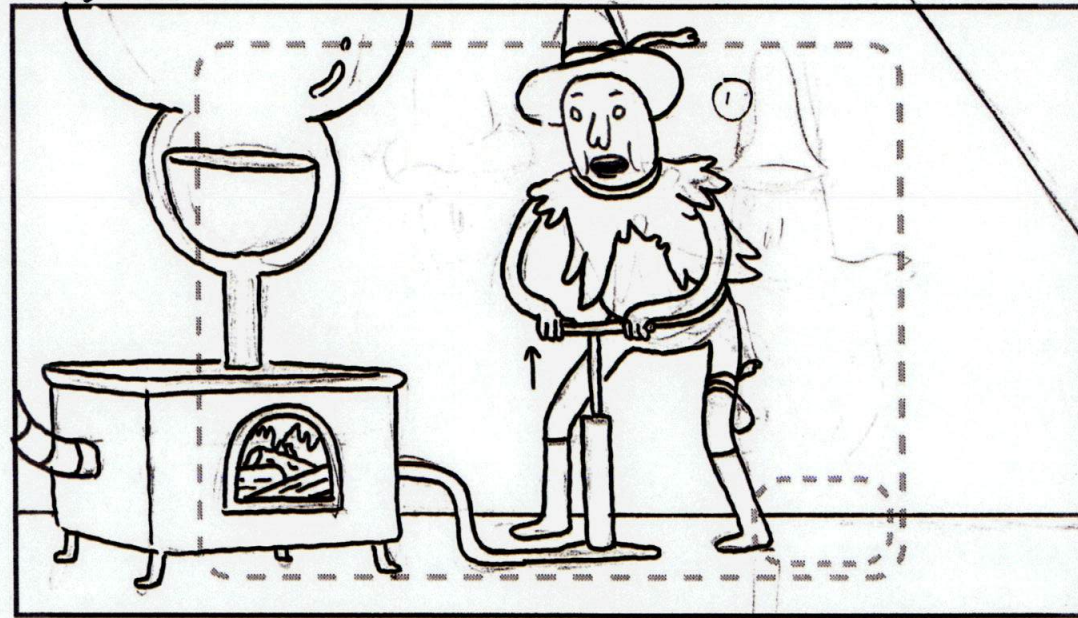


Sc. 28

Pnl. A

Bg.

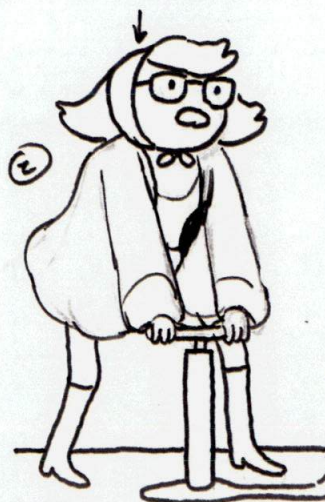
day night



Dialog: Betty / A little sad though, right?

Action: cycle 1+2

Timing:



mm / which part?



SEP 18 2014

Production:

EPISODE #

1025-197

1025/197

1025/197



# ADVENTURE TIME



Page 58

Sc.

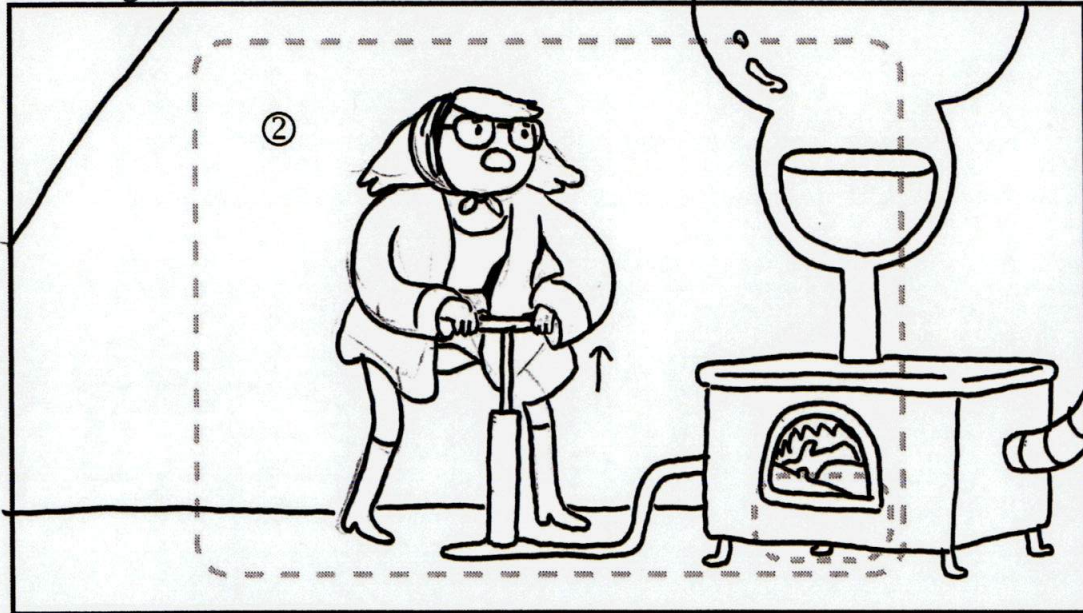
29

Pnl.

A

Bg.

day night



Sc.

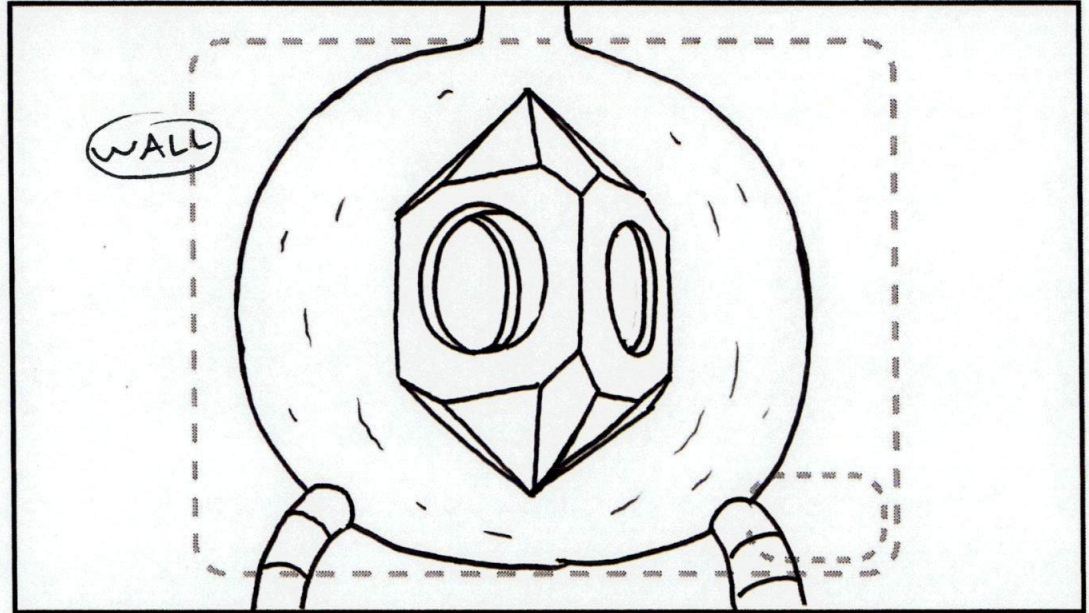
30

Pnl.

A

Bg.

day night



Dialog: Betty / Your brother blowing up in space.

Action: cycle 1+2

Timing:



Betty (OS) / Doesn't that mess you up?

SEP 18 2014

EPISODE #

Production:

1025-197

1025/197

1025/197



1025/197

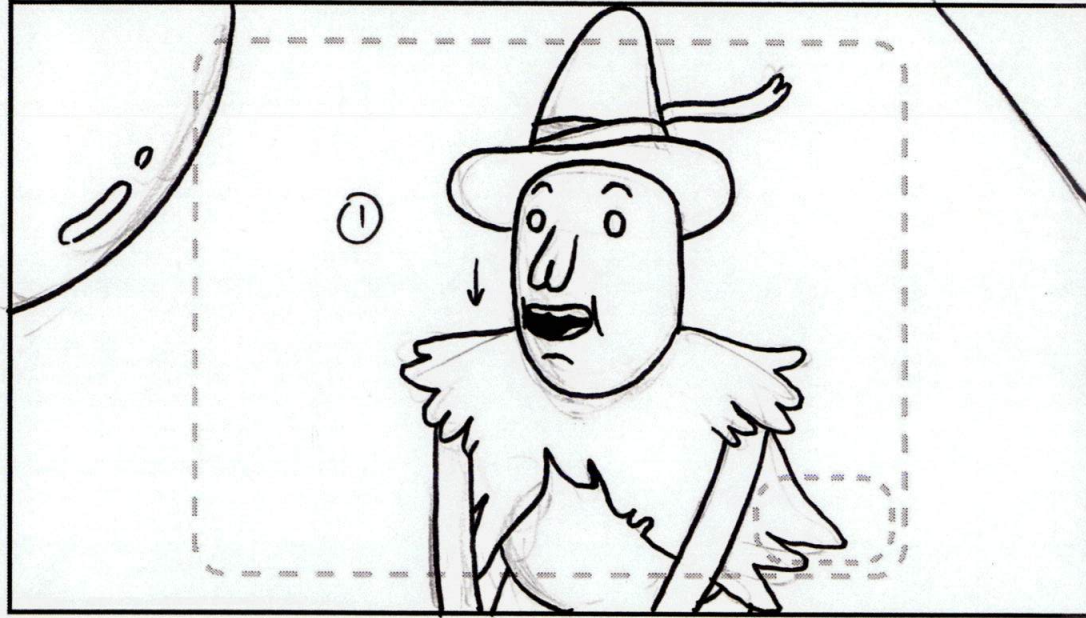
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Sc. **31**

Pnl. **A**

Bg.

day night



Sc. **31 cont** Pnl. **B**

Bg.

day night



Dialog: mm/ Nothing messes me up. →

Action: cycle 1+2

SEP 18 2014

Timing:

EPISODE #

Production:

1025-197

1025/197

1025/197



1025/197

# ADVENTURE TIME



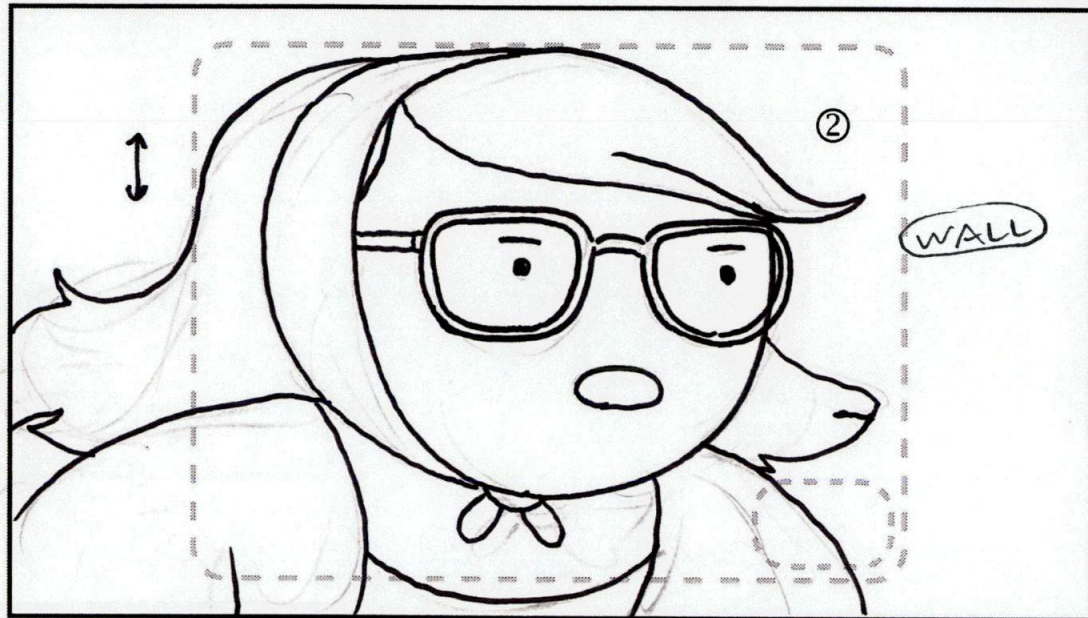
Page 60  
day night

Sc. 32

Pnl. A

Bg.

day night

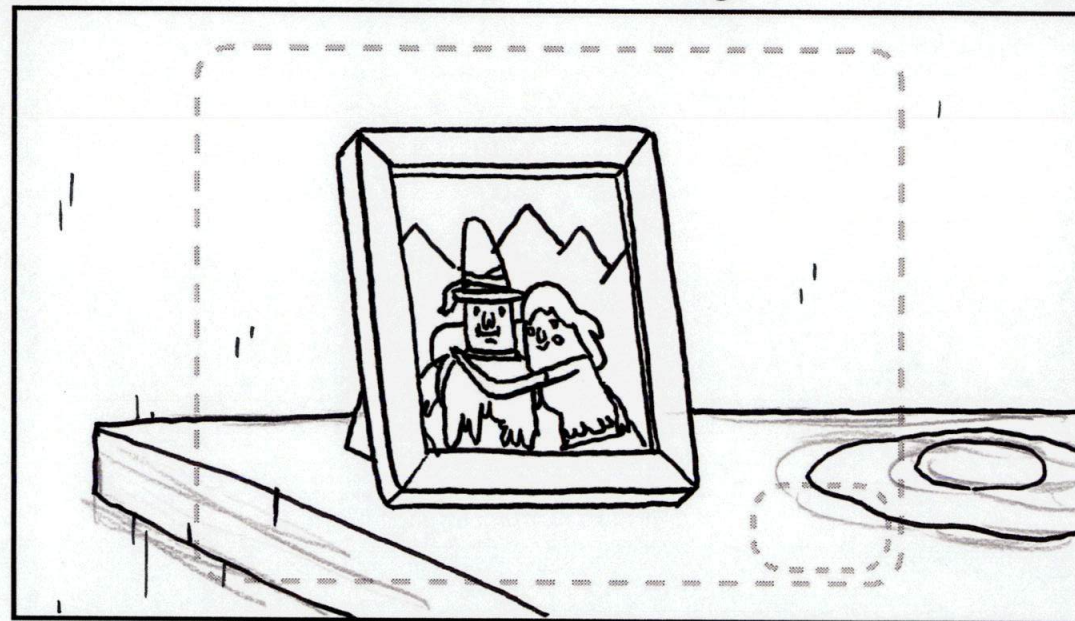


Sc. 33

Pnl. A

Bg.

day night



Dialog:

Betty! I don't believe that.

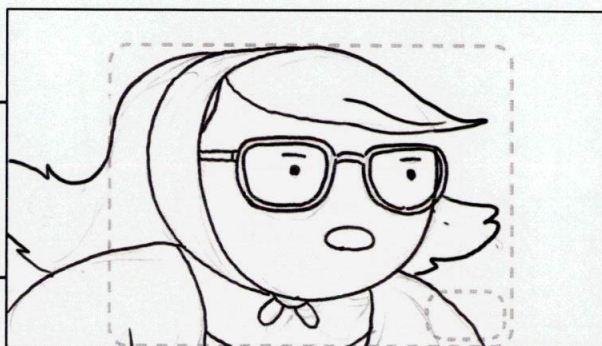
Betty / <sup>(OS)</sup> Like, who is Margles and why is there a picture of her on your shelf?

Action:

- CU OF PICTURE ON SHELF.

Timing:

①



SEP 18 2014

Production:

EPISODE #

1025-197

1025/197

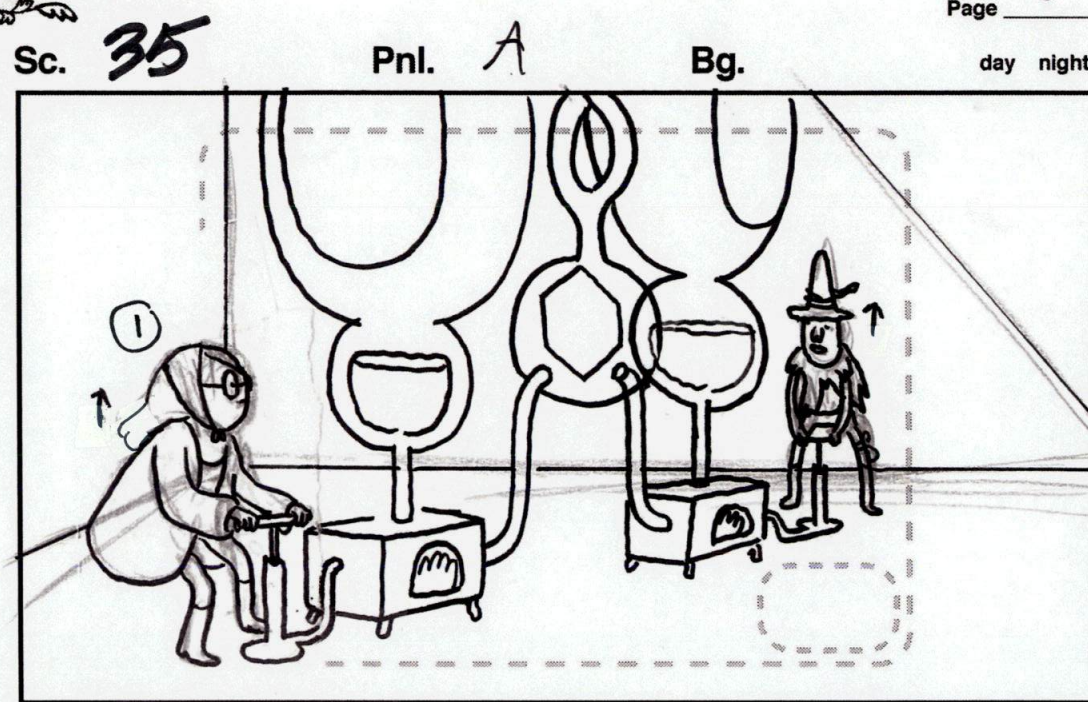
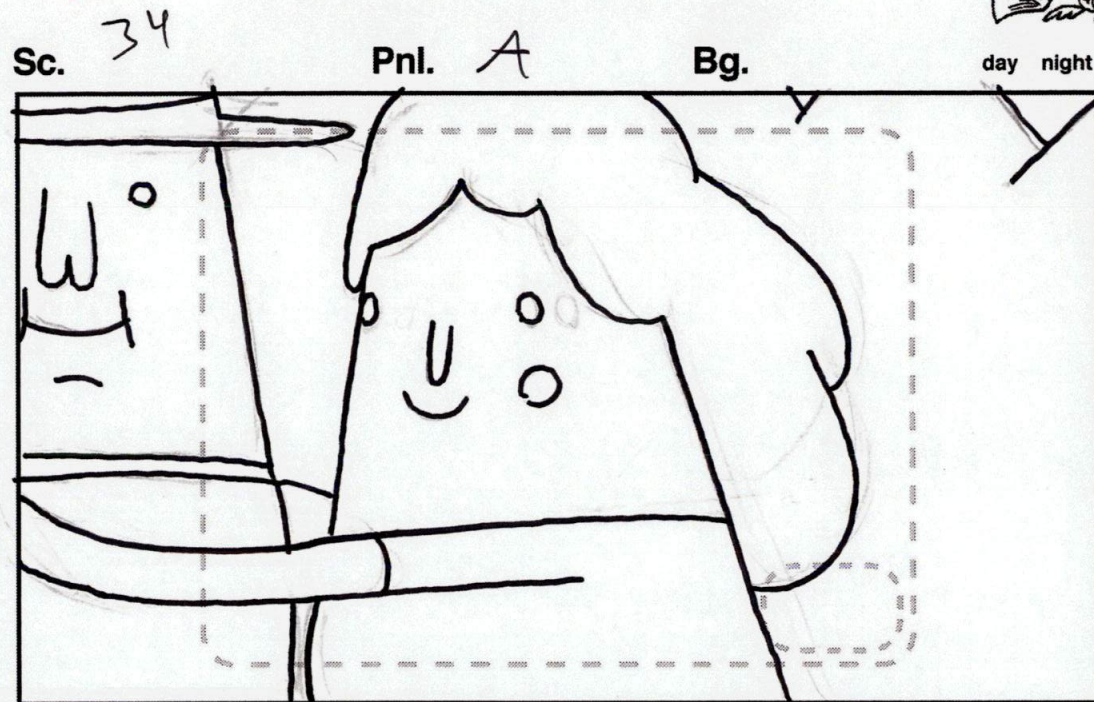
1025/197



# ADVENTURE TIME



Page 61

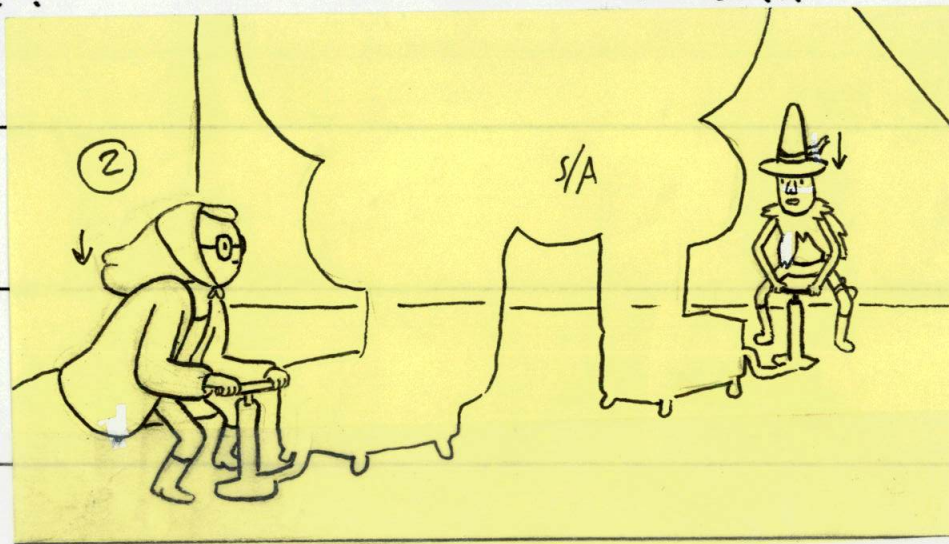


Dialog: Betty / something there connects to who you are and your magic!

MM / someone shines a light into my dark wizard matter...

Action:

Timing:



- cycle ①, ②, ①, ②, etc.

SEP 18 2014

EPISODE #

Production:

1025-197

1025/197

1025/197



Sc.

36

Pnl.

A

Bg.

day night



Sc.

36 CONT

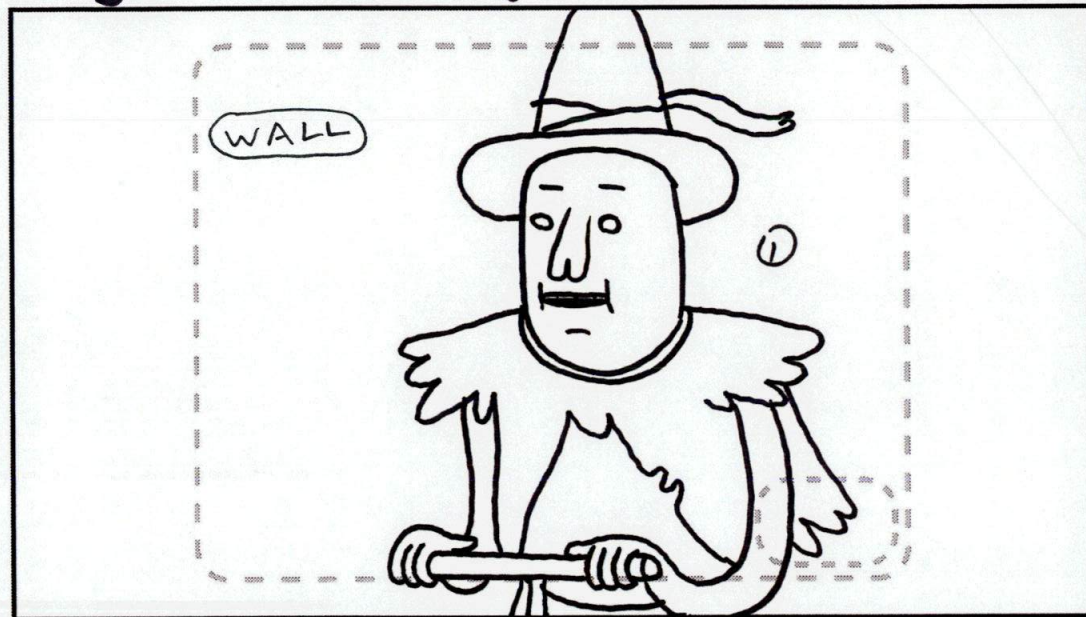
Pnl.

B

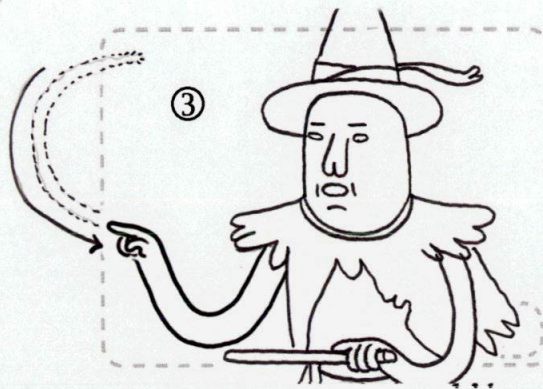
Bg.

Page

62

62A NEXT  
day night

Dialog: MM / ① A way ② to uncloze the circuit ③ —————> OF magic...



- MM DRAWS  
GLOWING CIRCLE  
IN AIR.

SEP 18 2014

Production:

EPISODE #

1025-197

1025/197

1025/197



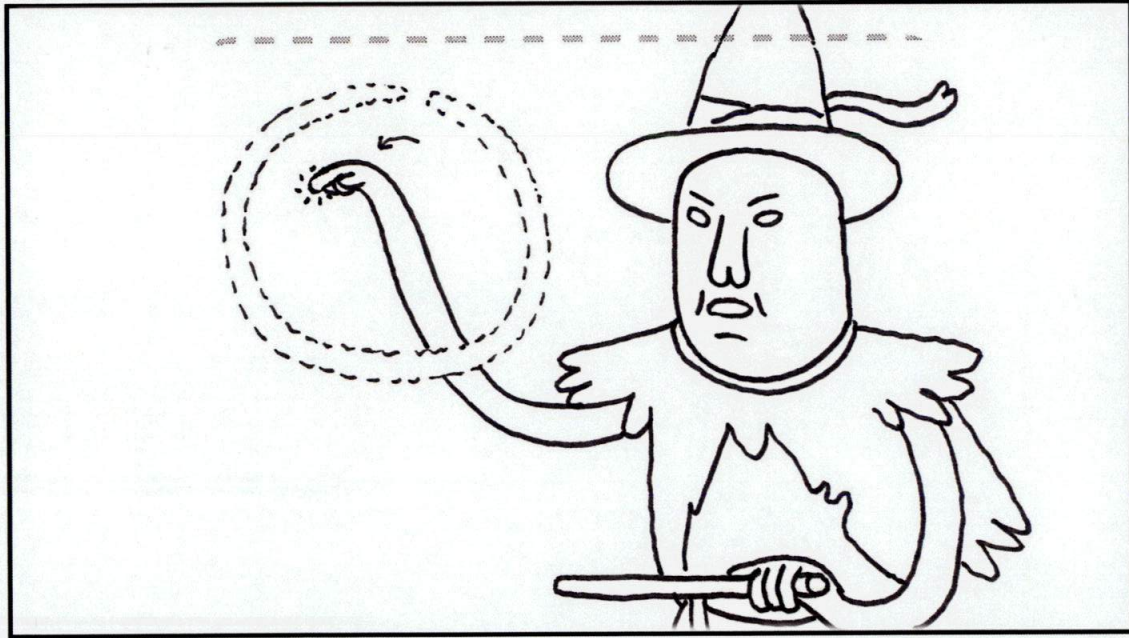
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# ADVENTURE TIME

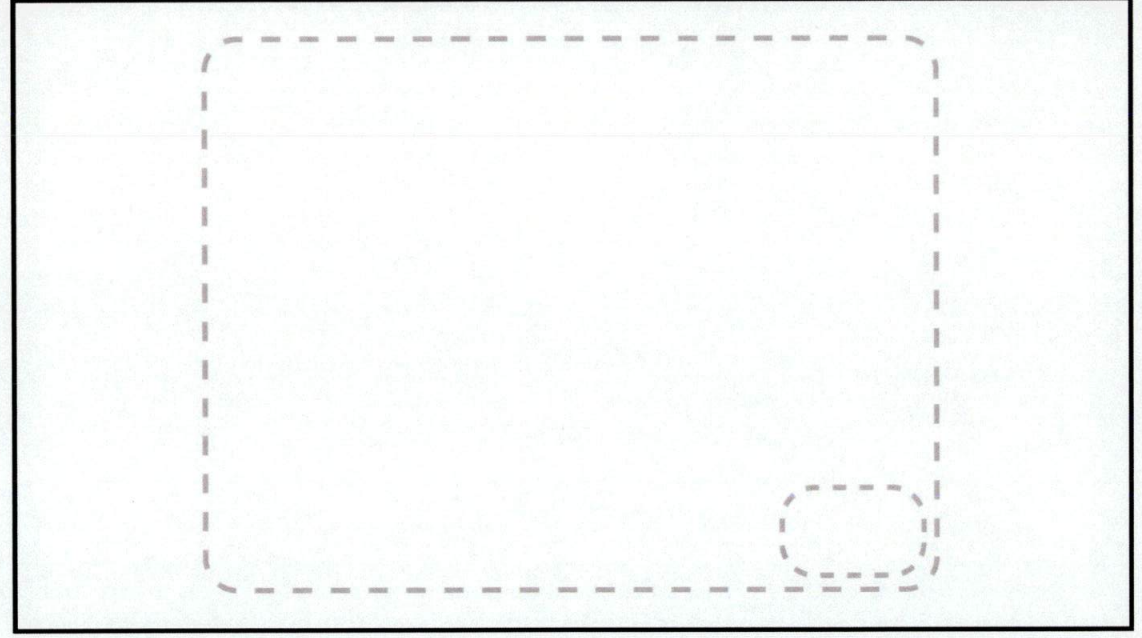


Page 62A  
**UP NEXT**  
day night

Sc. 36 *CONT* Pnl. C Bg. day night



Sc. Pnl. Bg. day night



<b>Dialog:</b>
<b>Action:</b>
<b>Timing:</b>

SEP 18 2014

EPISODE #

1025/197

Production:

1025/197



1025/197

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# ADVENTURE TIME

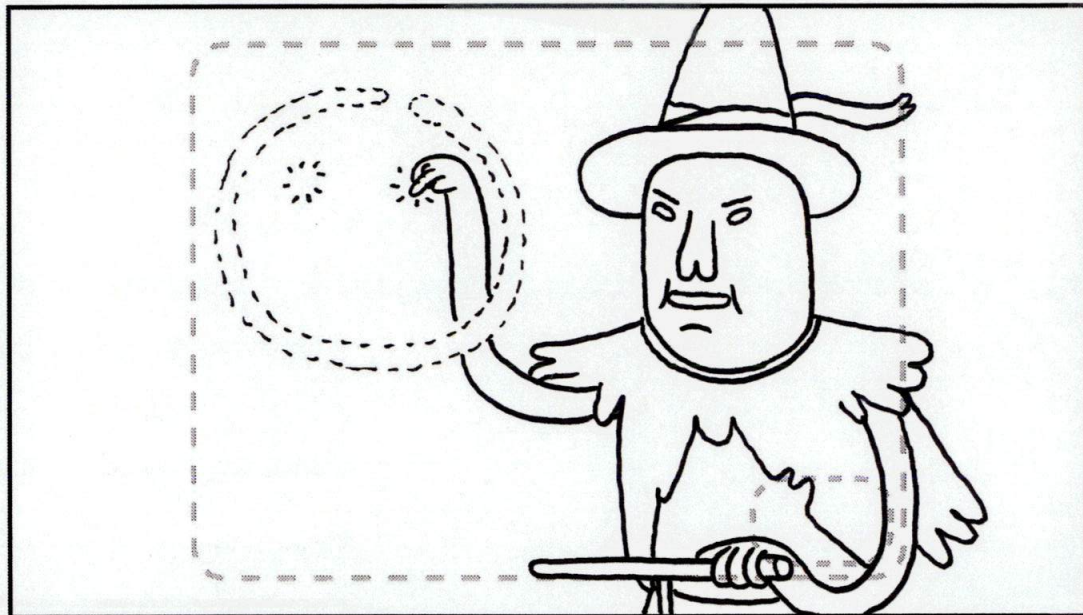


Page 63

Sc. 36 *CONT* Pnl. *C*

Bg.

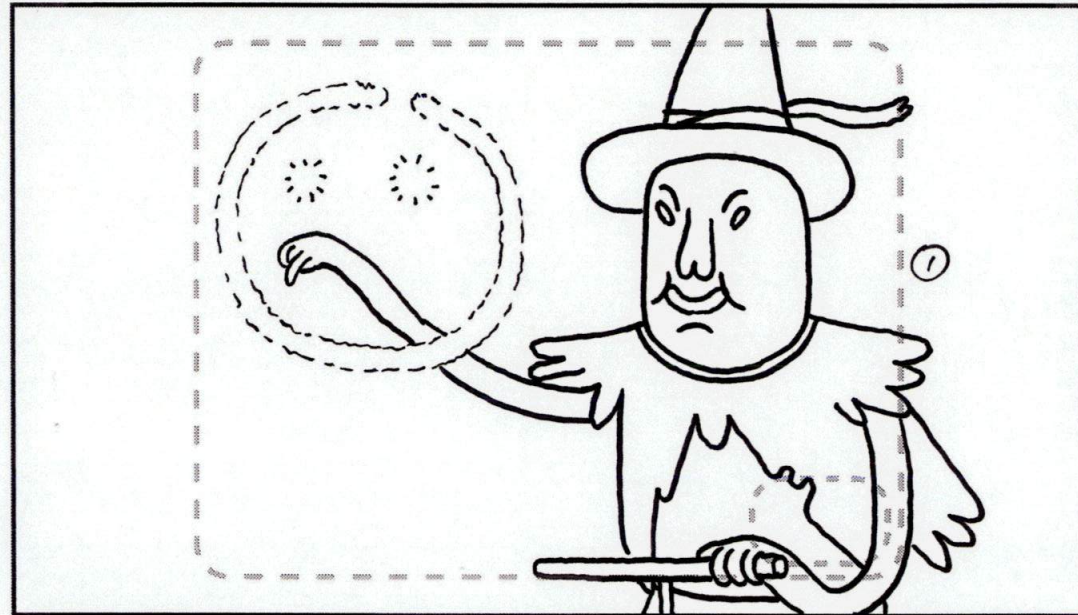
day night



Sc. 36 *CONT* Pnl. *D*

Bg.

day night



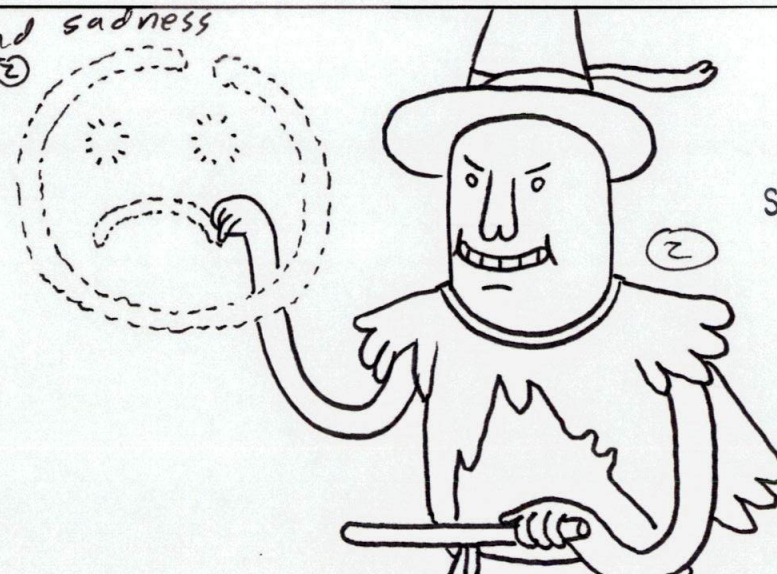
Dialog:

*mm/... madness...*

Action:

Timing:

*mm/... and sadness*  
*① → ②*



SEP 18 2014

Production:

EPISODE #

1025/197

1025-197

1025/197

*Cut*



Cut

# ADVENTURE TIME

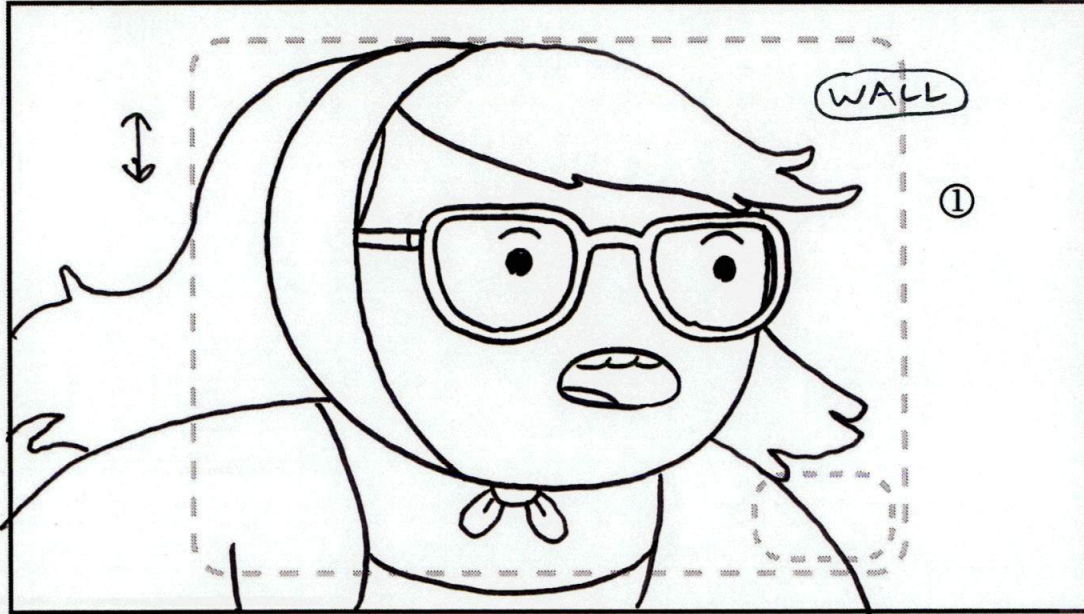


Sc. **37**

Pnl. **A**

Bg.

day night



Sc. **37 CONT** Pnl. **B**

Bg.

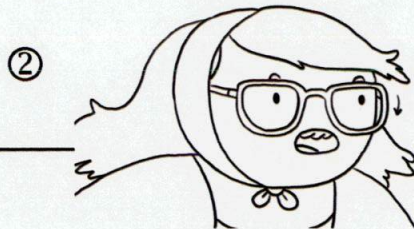
Page **64**  
day night



Dialog: Betty / That's right!

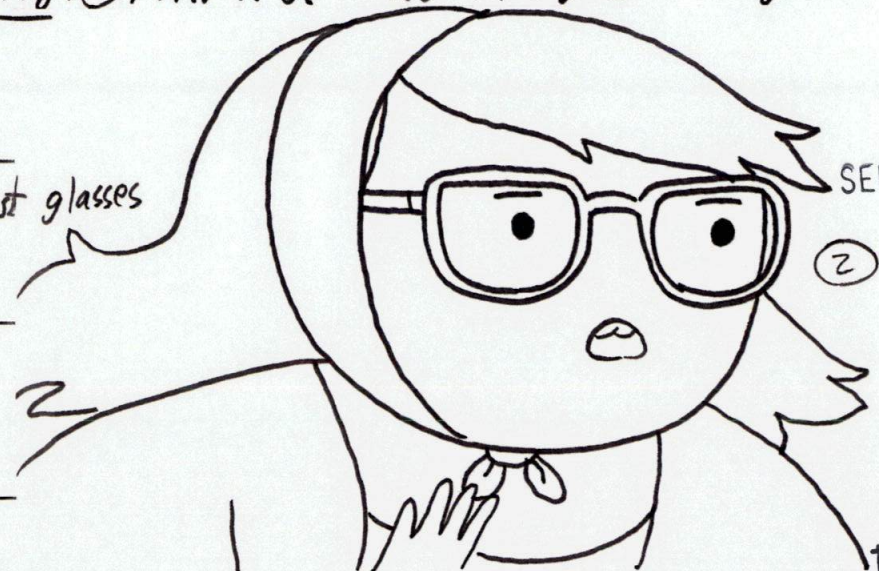
Action: Betty still pumping up and down

Timing:



Betty / ① M.M.S. runs through ② all Magic Users.

adjust glasses



SEP 18 2014

Production:

EPISODE #

1025-197

1025/197

1025/197

Cut



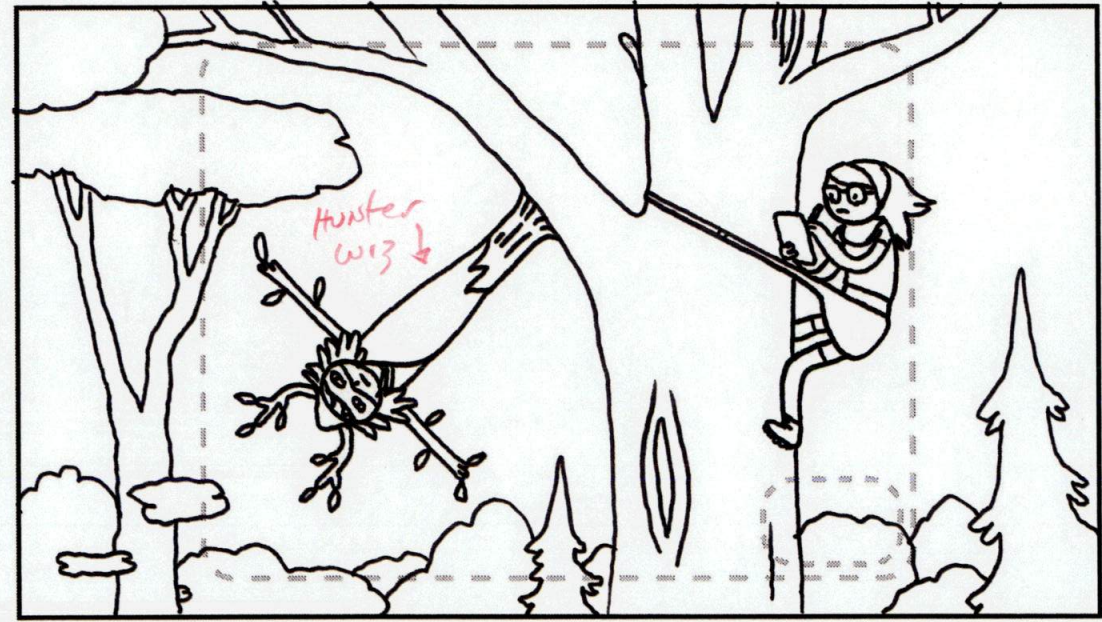
ADVENTURE TIME



Cut

Cut

Sc. 38 Pnl. A Bg. day night



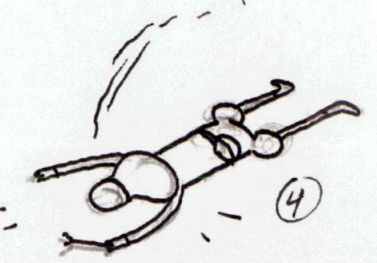
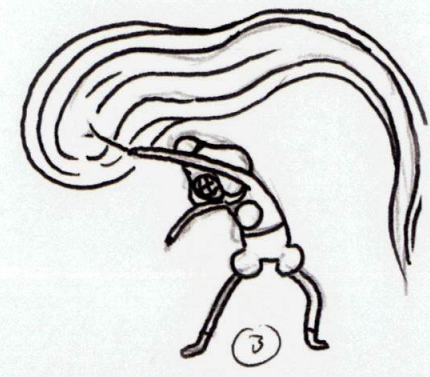
Sc. 39 Pnl. A Bg. day night



Dialog: Betty (os)/I hung out with scores of them... all displaying varying degrees of magic —

Action:

Timing:



SEP 18 2014



Cut

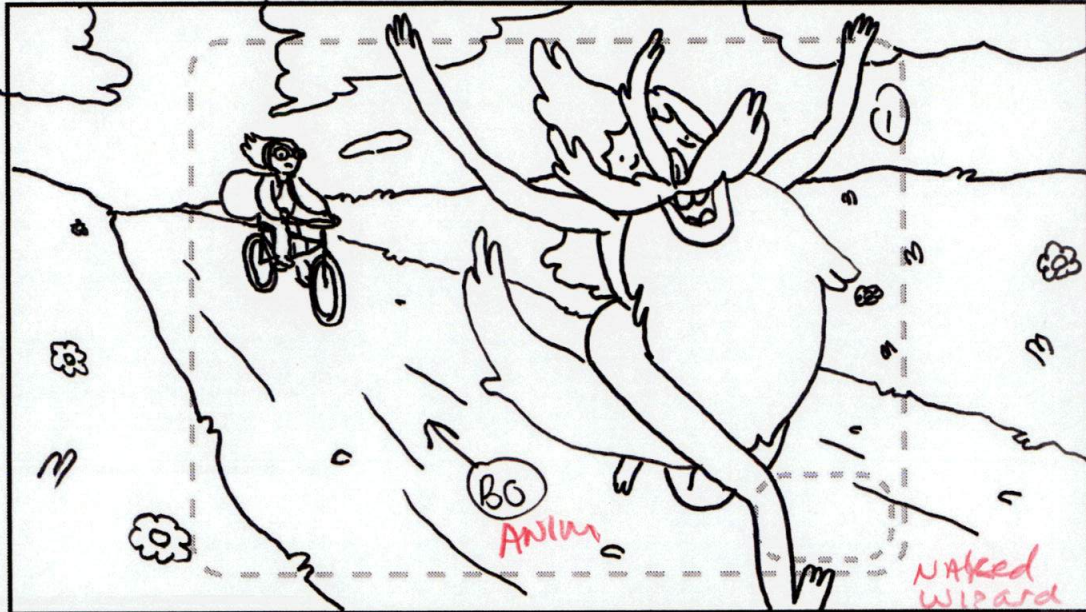
ADVENTURE TIME

Sc. 40

Pnl. A

Bg.

day night




Sc. 40 cont

Pnl. B

Bg.

day night




Dialog:

Betty (os) / - Madness...

Action:

Timing:



- Naked Wizard  
spits flowers out of mouth  
while running

SEP 18 2014

Cut

EPISODE #

1025-197

1025/197

Production:



Cut

# ADVENTURE TIME

"head of zohar" poster



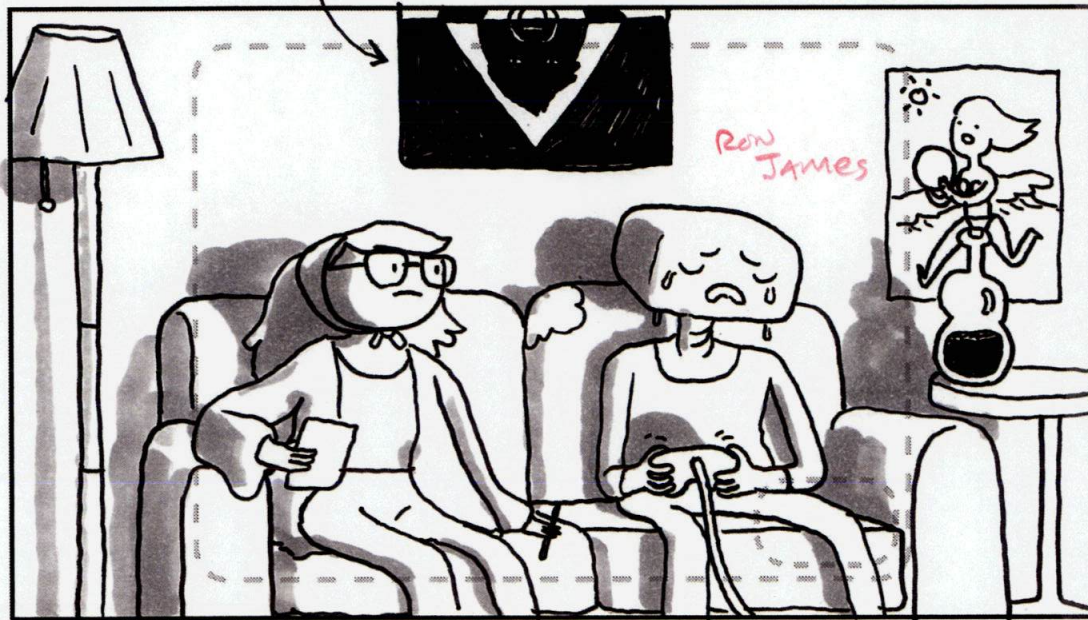
Page 67

Sc. 41

Pnl. A

Bg.

day night

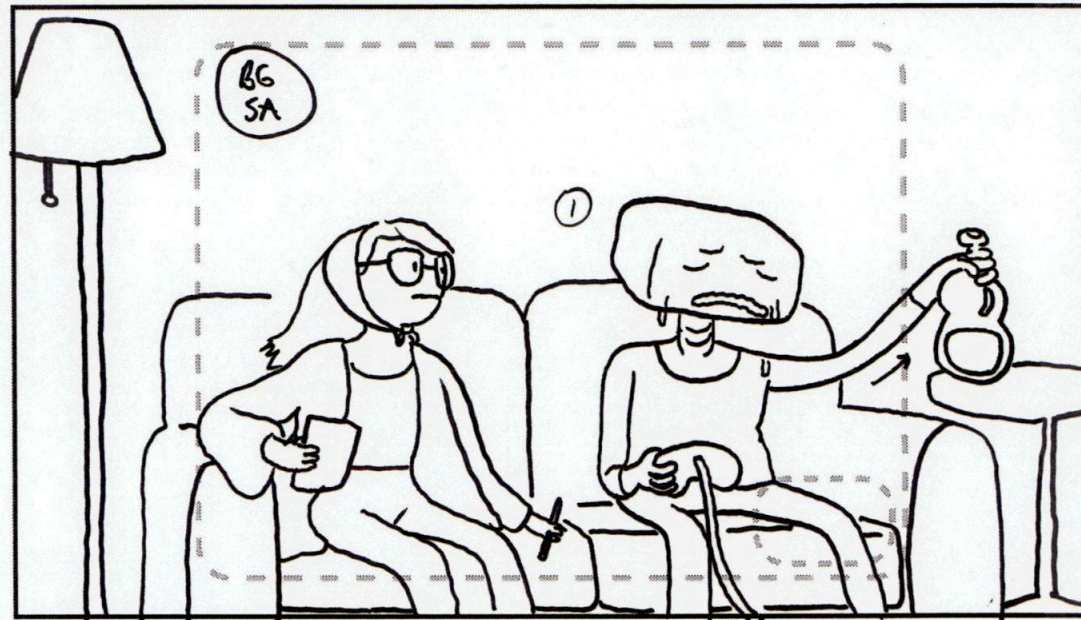


Sc. 41 CONT

Pnl. B

Bg.

day night



Dialog:

Betty (os) / And sadness.

Action:

- light shining from video game  
flickering

- RON JAMES PLAYS VIDEO GAMES AND CRIES.

Timing:

Betty / (os) studying these  
symptoms could  
lead --



SEP 18 2011

Production:

EPISODE #

1025-197

1025/197

1025/197

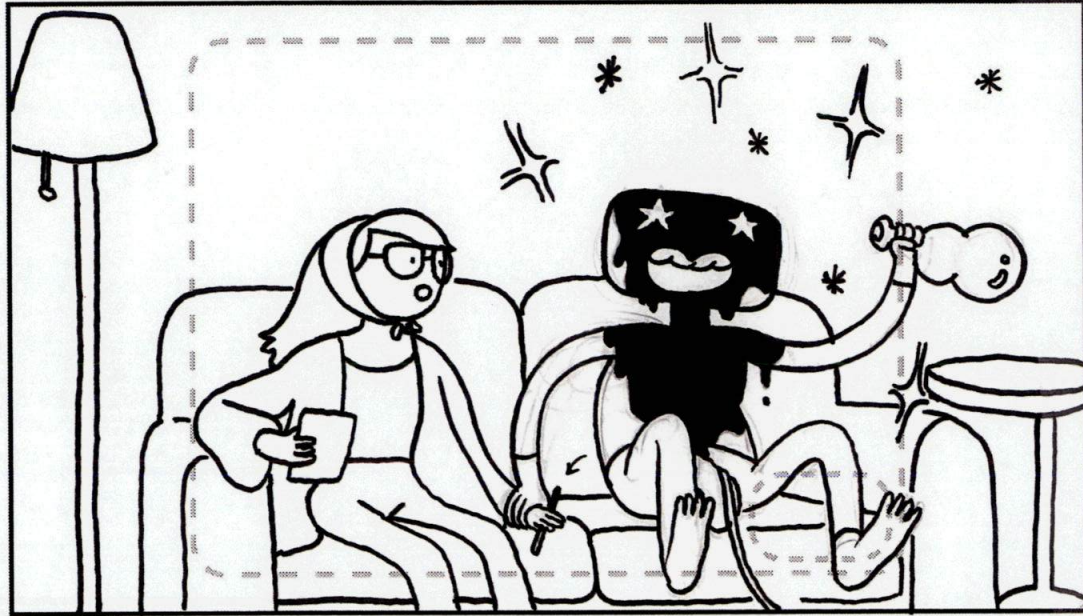


# ADVENTURE TIME



Page 68

Sc. 41 CONT Pnl. C Bg. day night



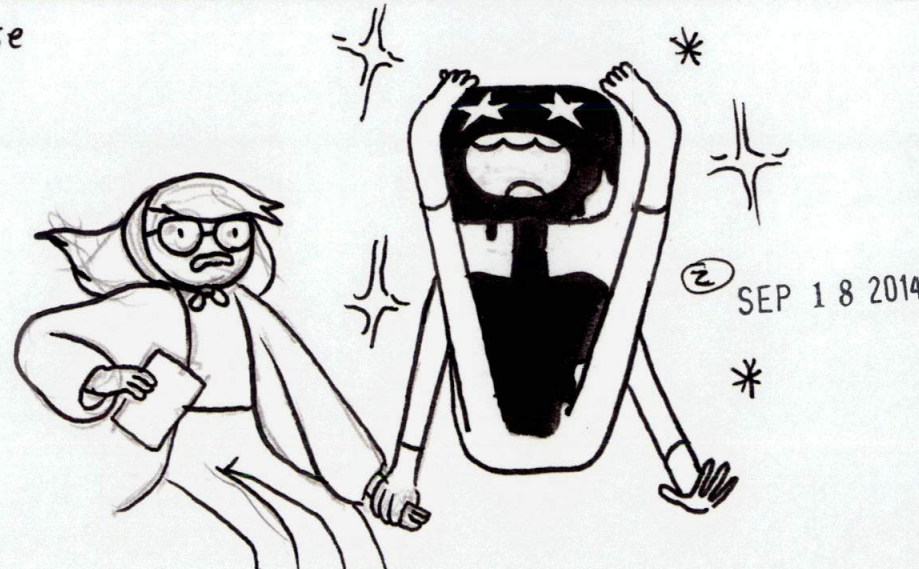
Sc. 41 CONT Pnl. D Bg. day night



Dialog: Betty / (cont) me to their underlying cause

Action: - RON JAMES WAVES HIS ARMS.

Timing:



SEP 18 2014

cut

1025-197

EPISODE #

1025/197

Production:

1025/197

1025/197



1025/197

Cut

# ADVENTURE TIME



the cut

Sc. 50

Pnl. A

Bg.

day night



Sc. 50 CONT

Pnl. B

Bg.

day night



Dialog:

Betty (os) / (cont) and then I'll control the forces that —————> hold sway over Simon.

Action:

- truck out from CROWN

end truck out on Ice King sleeping on toilet

SEP 18 2014

Timing:

Cut

1025-197

EPISODE #

1025/197

Production:

1025/197



1025/197

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Cut

# ADVENTURE TIME



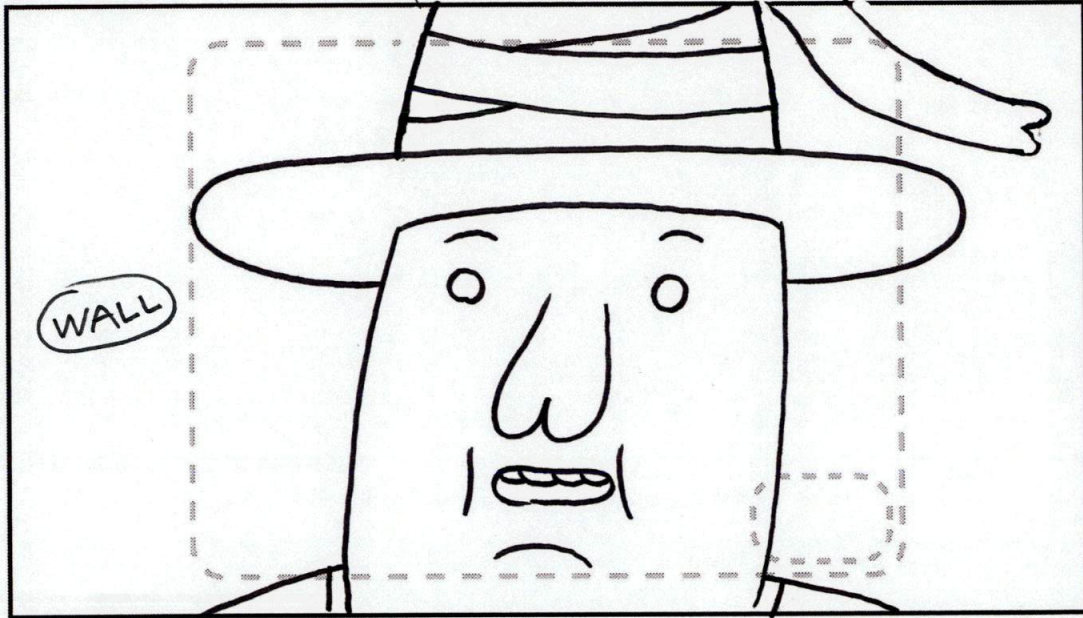
Cut

Sc. 51

Pnl. A

Bg.

day night

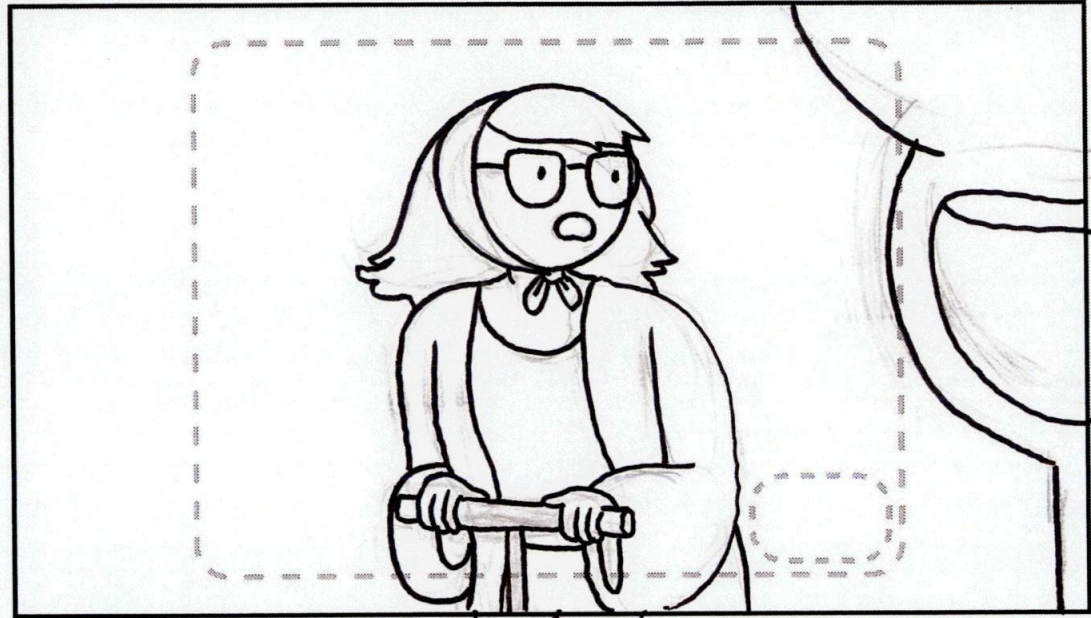


Sc. 52

Pnl. A

Bg.

Page 70  
day night



Dialog:

mm / I see!

Action:

Timing:

Bethy / You see what?



SEP 18

EPISODE #

1025-197

1025/197

Production:

1025/197



1025/197

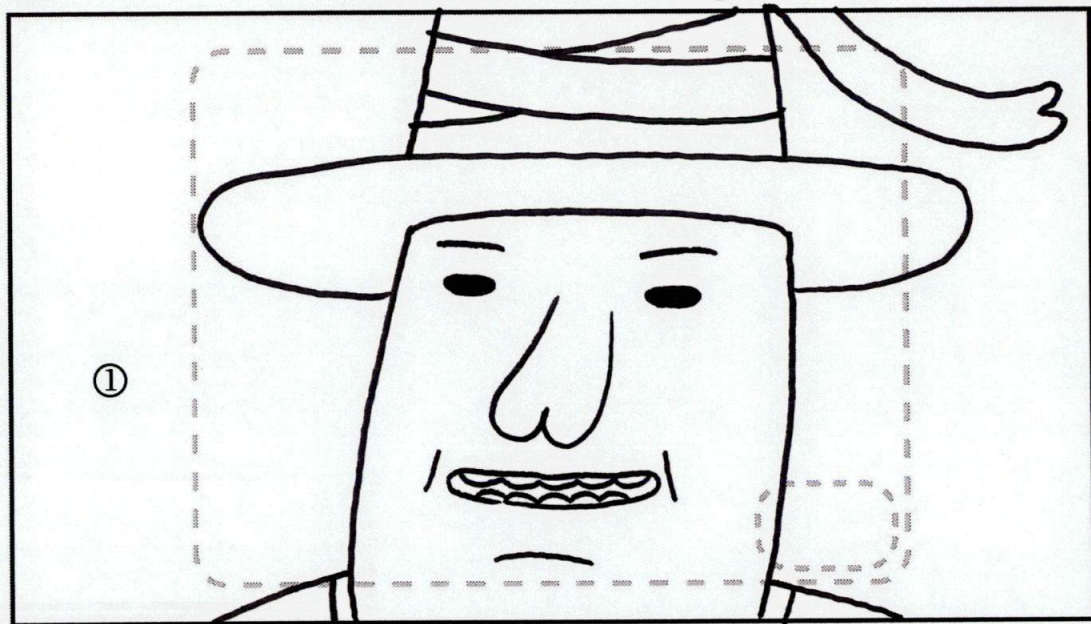
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Sc. 53

Pnl. A

Bg.

day night

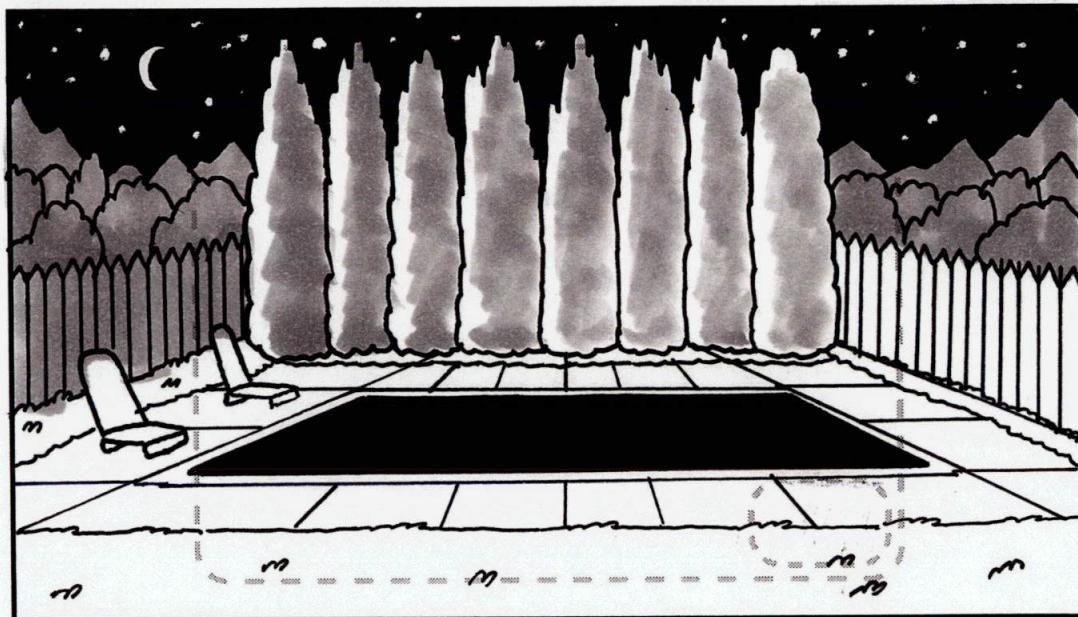


Sc. 54

Pnl. A

Bg.

day night



Dialog:

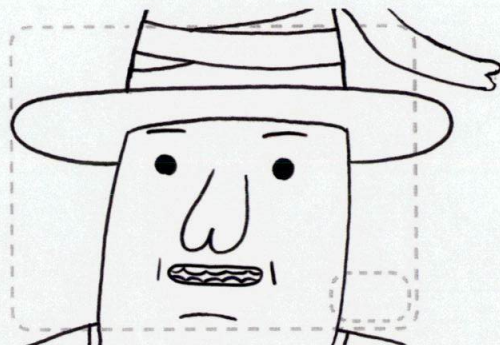
Magic Man/ The coconut crab who swims  
in your neighbor's pool at night...

NM/ (es) maybe Simon's in there too

Action:

Timing:

②



SEP 18 2014

Production:

EPISODE #

1025-197

1025/197

1025/197

Page 71

# ADVENTURE TIME

Cut

Cut

Av  
Cut



1025/197

NO  
Cut

# ADVENTURE TIME



Cut

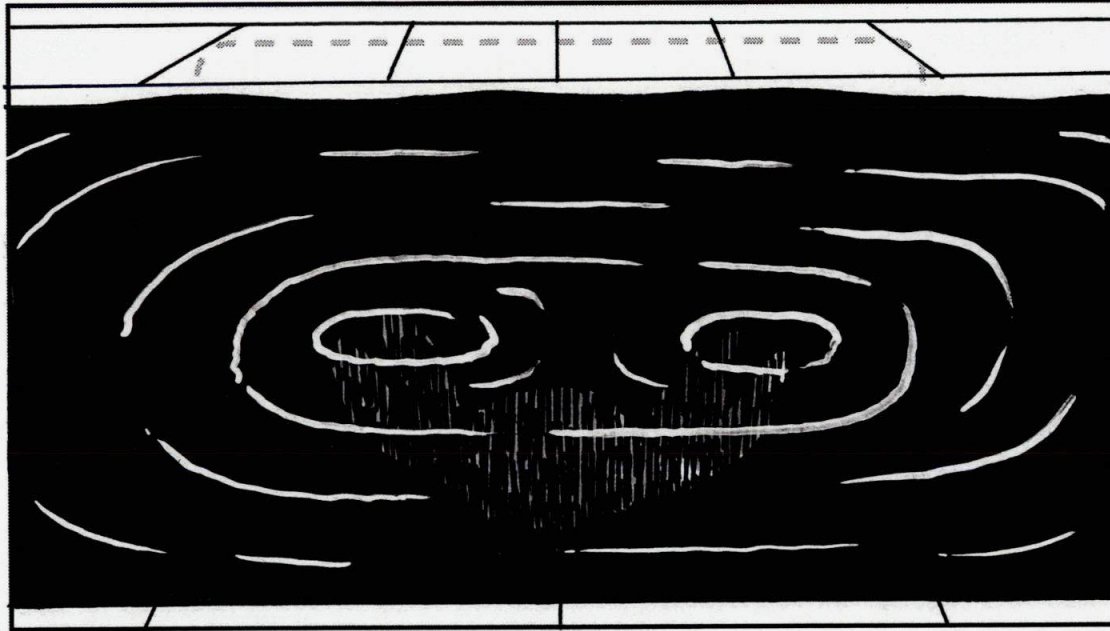
Page 72

Sc. 55

Pnl. A

Bg.

day night

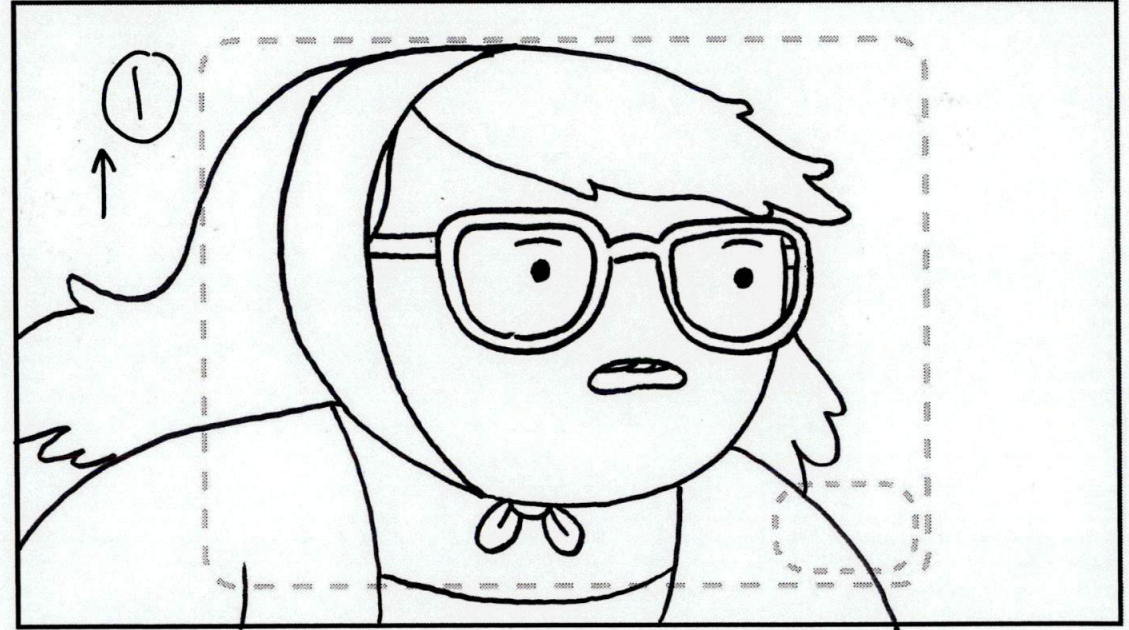


Sc. 56

Pnl. A

Bg.

day night



Cut

Dialog:

MM(OS)/ Who else holds their breath  
in there, Betty?

Action:

- the darkened figure of a large crab  
lies under the water

Timing:

Betty/ All magic users swim in the  
loomy gloom

cycle  
①②①②, etc.

SEP 18 2014



EPISODE #

1025/197

Production:

1025/197



1025/197

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Cont

# ADVENTURE TIME



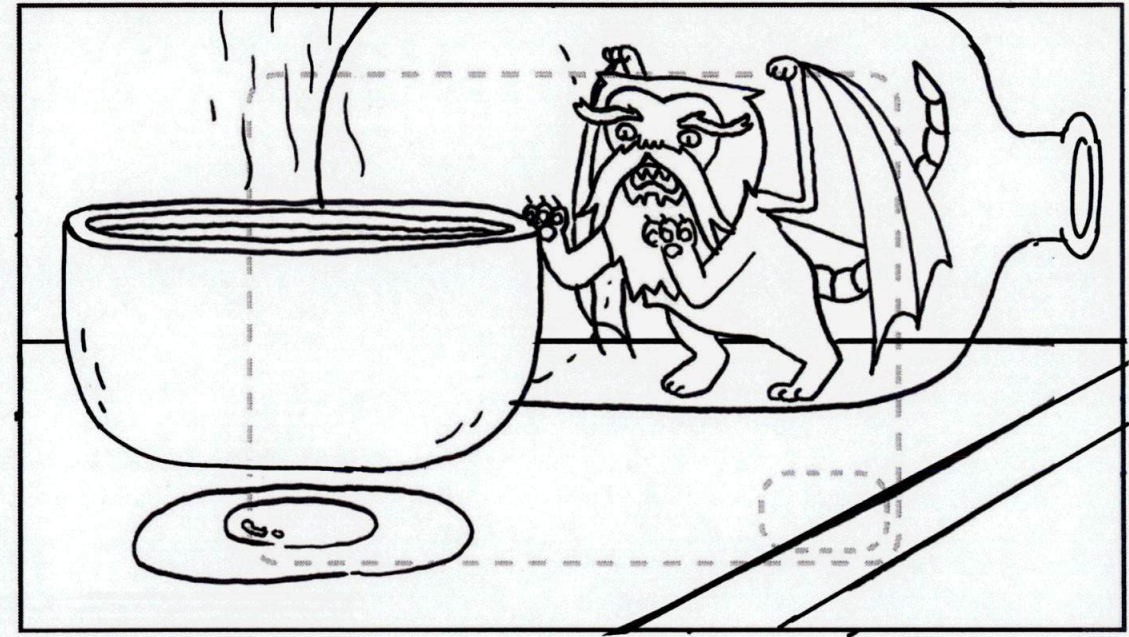
Cont

Sc. 57

Pnl. A

Bg.

day night

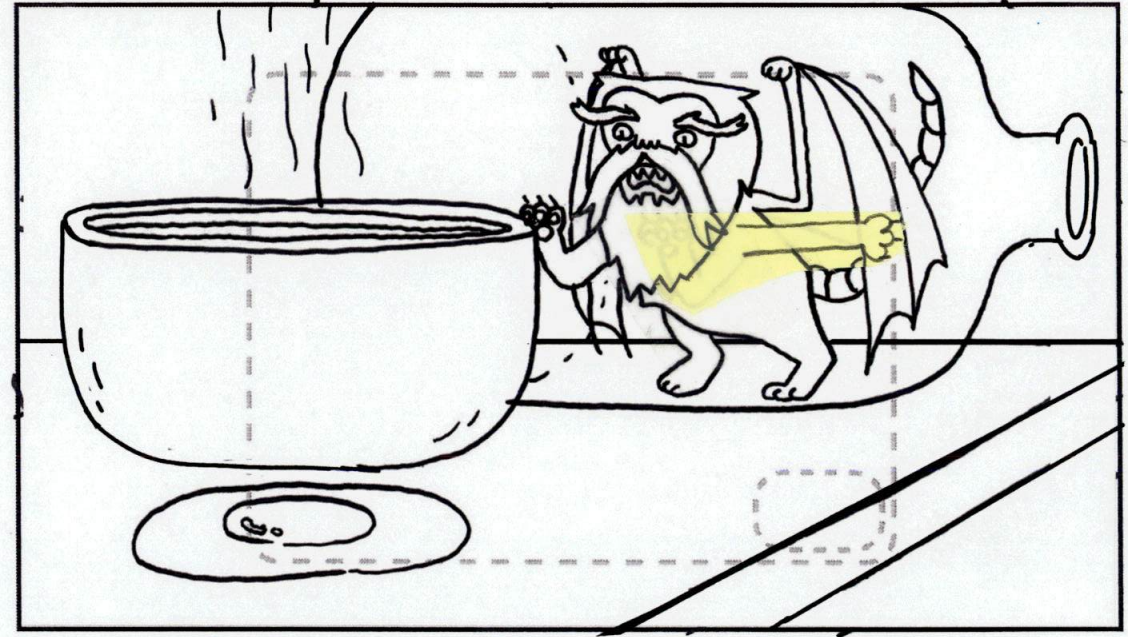


Sc. 57 cont

Pnl. B

Bg.

day night



Dialog:	Tiny M / Finn + Jake... If you can hear me, listen! — There's a lady down stairs. She thinks she can save her bf Simon by finding the source of magic.
Action:	
Timing:	

SEP 18 2014

EPISODE #

1025/197 1025-197

Production:

1025/197



1025/197

Cut

# ADVENTURE TIME



Cut

Page 74

Sc. 58

Pnl. A

Bg.

day night

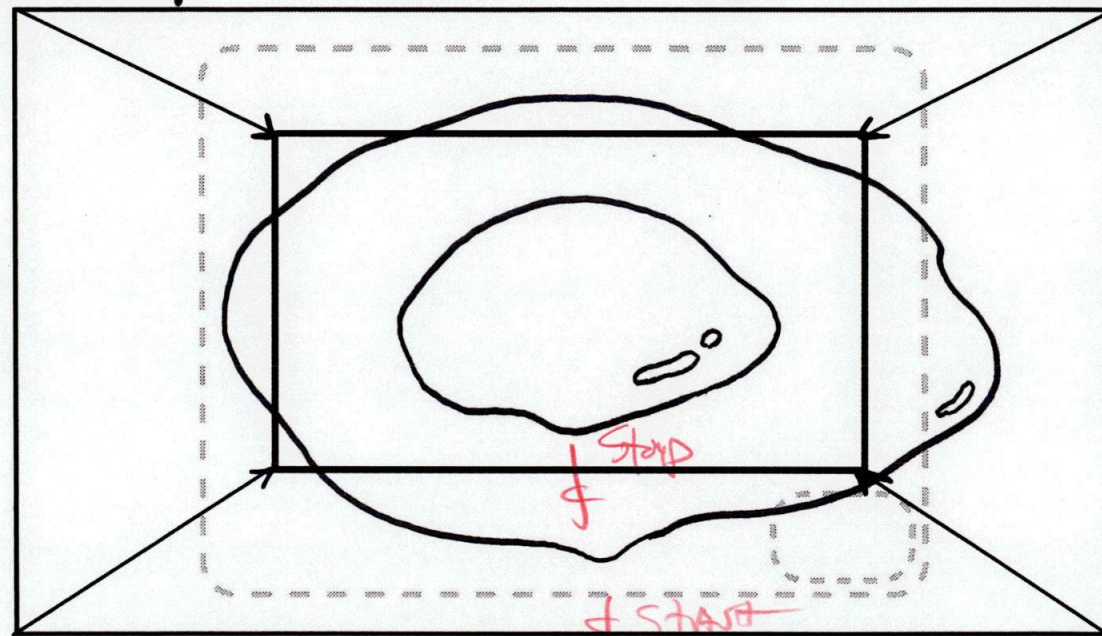


Sc. 59

Pnl. A

Bg.

day night



Dialog:

Tiny M / (os) something about "sadness" and "madness" but she ain't gonna find jack squat!

Action:

- truck in on egg

SEP 18 2014

Timing:

EPISODE #

1025/197 1025-197

Production:

1025/197



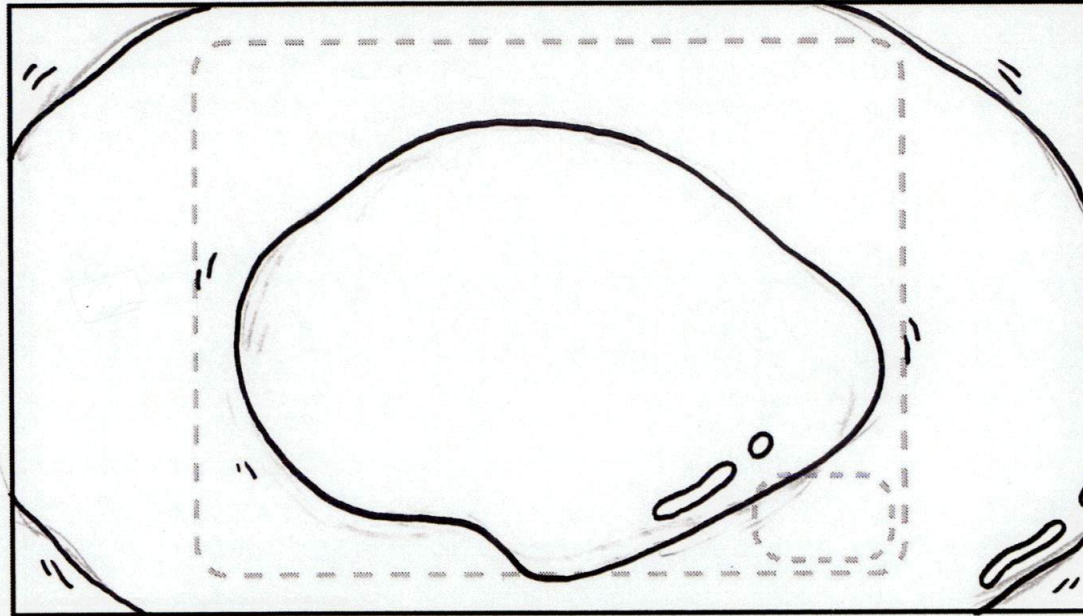


Cut

# ADVENTURE TIME

Page 75

Sc. 59 **CONT** Pnl. B Bg. day night



Sc. 60 Pnl. A Bg. day night



Dialog:	<u>Tiny M</u> / He's gonna make her a talking skateboard - -	<u>Tiny M</u> / (cont) or something stupid like that
Action:	- egg quivers end truck-in	(B1)
Timing:		

SEP 18 2014

EPISODE # 1025-197  
1025/197

Production:

1025/197

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1025/197



# ADVENTURE TIME

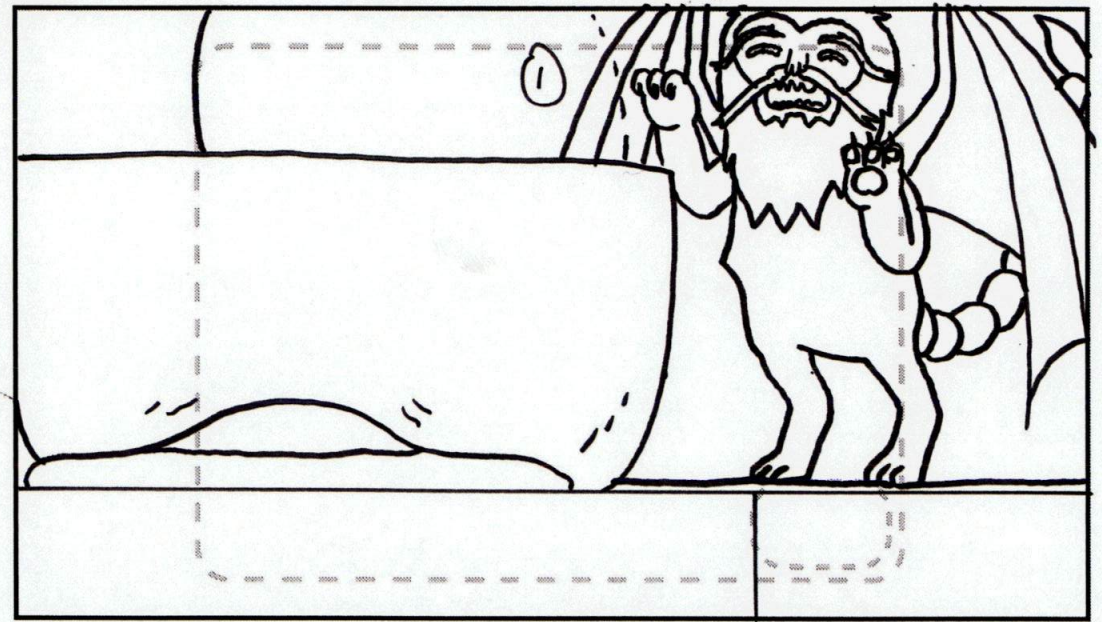


Page 76

Sc. 60 *CONT* Pnl. B Bg. day night



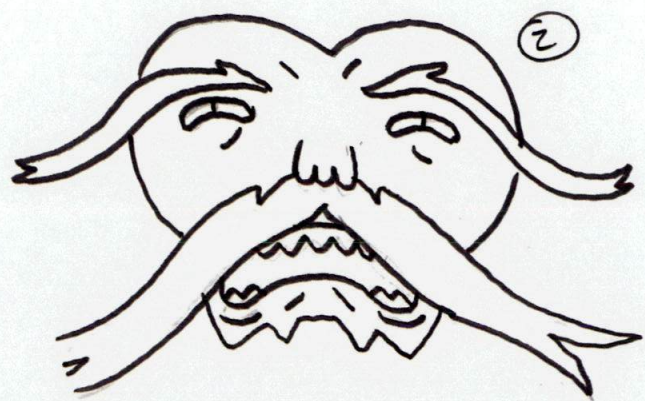
Sc. 61 Pnl. A Bg. day night



Dialog: Tiny Manticore ① I can't help because I'm  
② psychologically powerless

Action:  
1

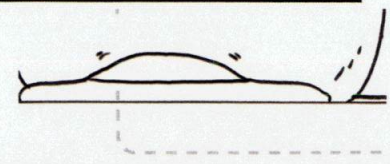
Timing:



Tiny M ① But you are heroes ② and I believe in you!

- egg quivering

sp



SEP 18 2014

EPISODE #

Production:

1025-197

1025/197

1025/197

1025/197



# ADVENTURE TIME

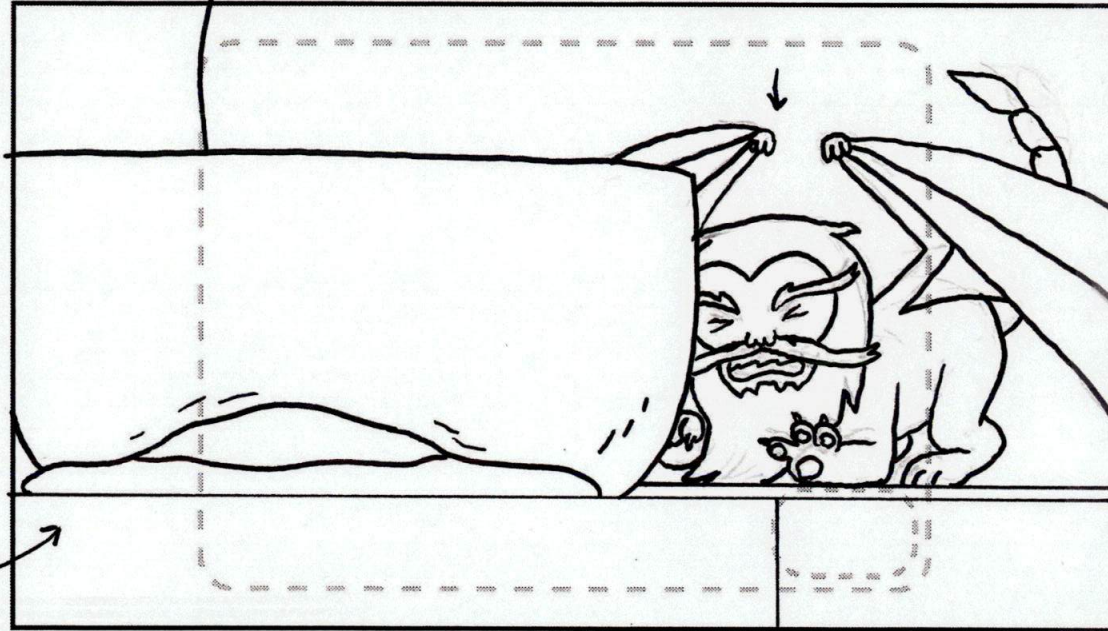


Page 77

Sc. 61 *CONT* Pnl. B

Bg.

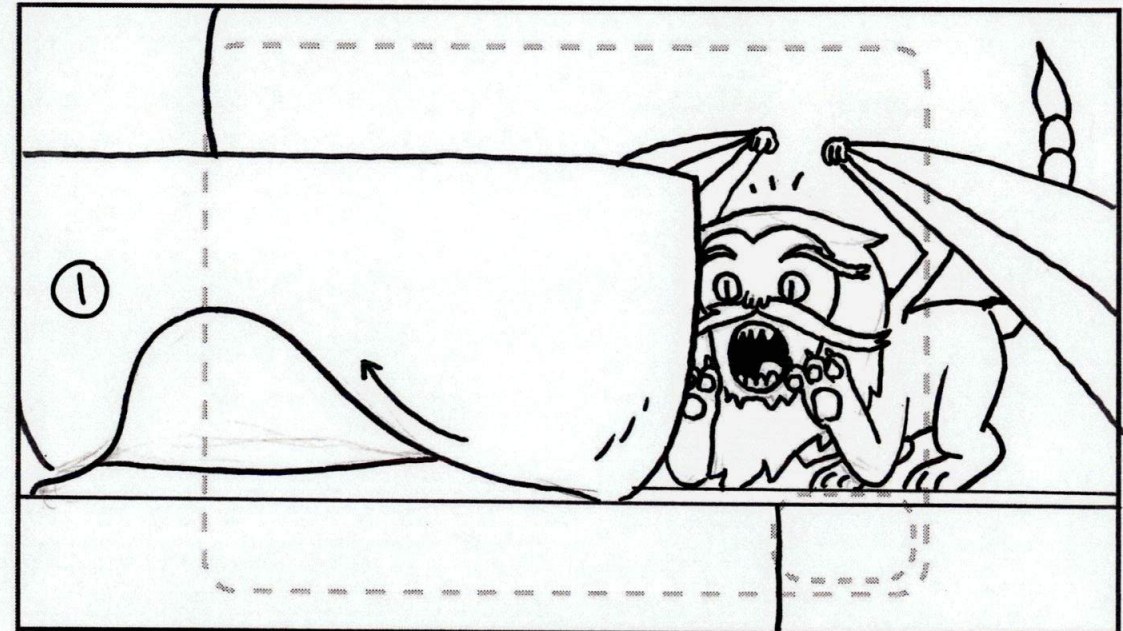
day night



Sc. 61 *CONT* Pnl. C

Bg.

day night



Dialog: Tiny M / ① I believe! ② You hear me!? ③ PLEASE!

Tiny M / ≡ GASP ≡

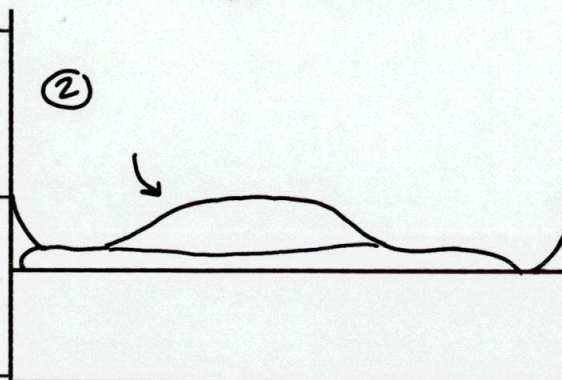
Action

Timing

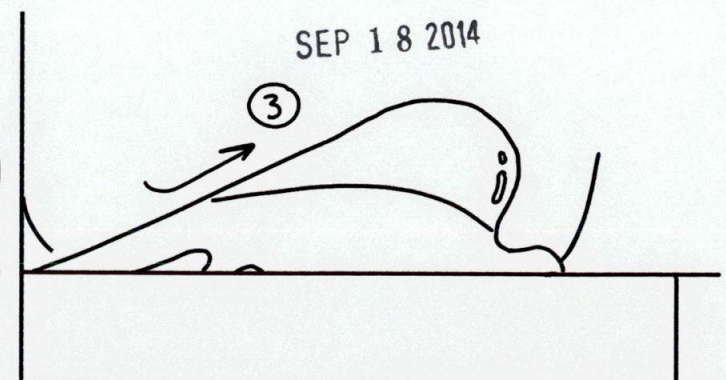


- Finn egg lurches up

②



③



SEP 18 2014

1025/197

1025-197

EPISODE #

1025/197

1025/197  
Gunn 883

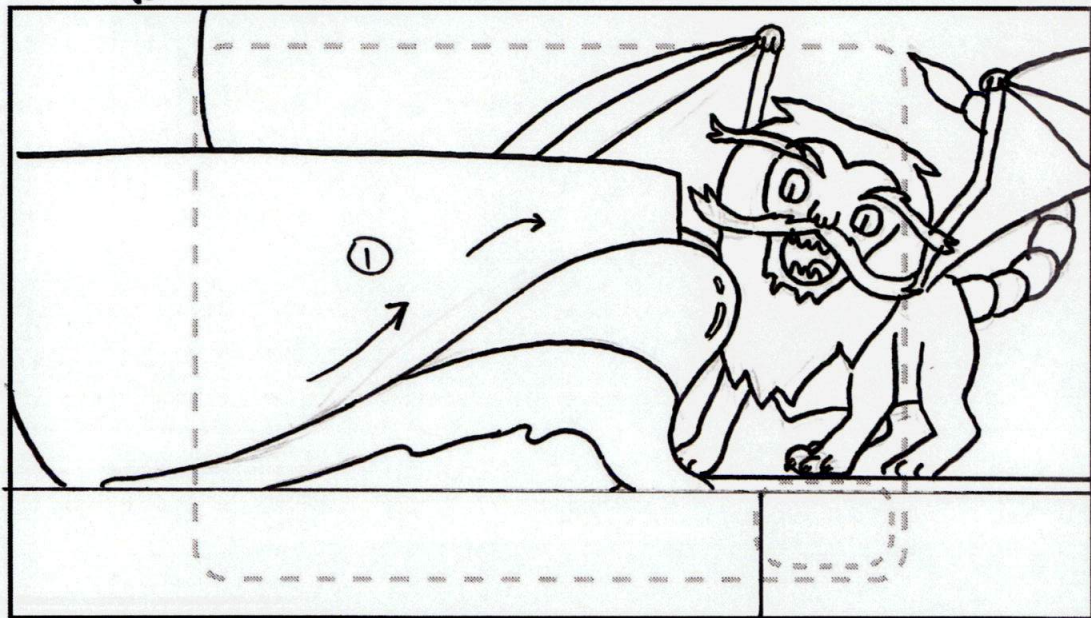


# ADVENTURE TIME

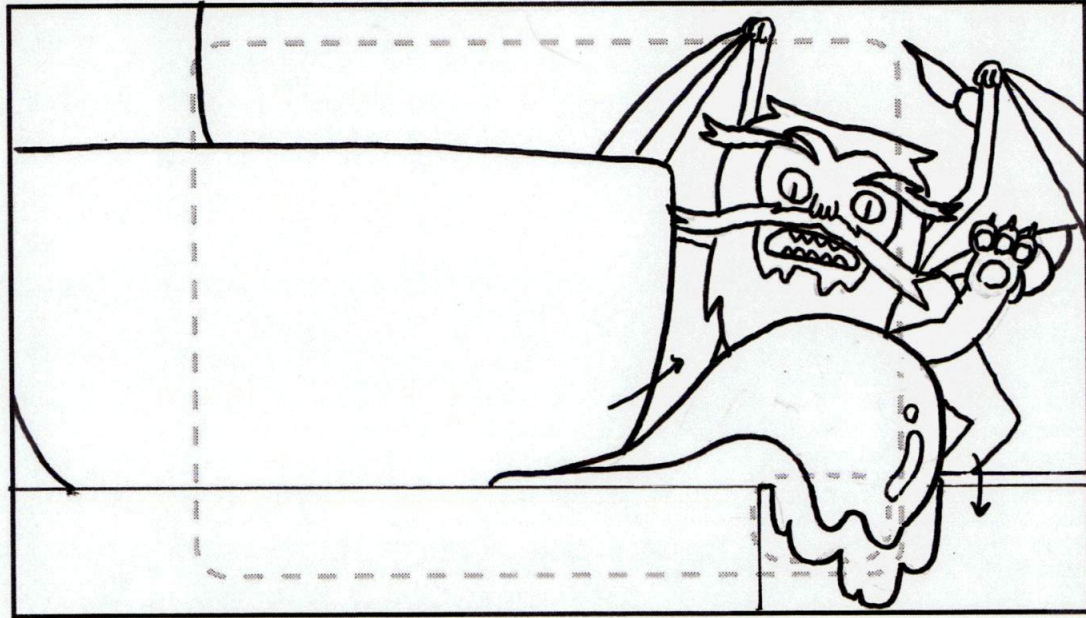


Page 78

Sc. 61 CONT Pnl. D Bg. day night



Sc. 61 CONT Pnl. E Bg. day night

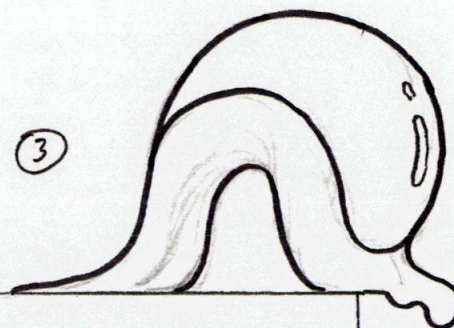


Dialog: Tiny M/O GO JAKE OR FINN!  
① WHICH EVER! ③

TM/ SAVE HER!

Action:

Timing:



- EGG PULLS ITSELF  
ACROSS SHELF

SEP 18 2014

1025-197

EPISODE #

1025/197

Production:

1025/197

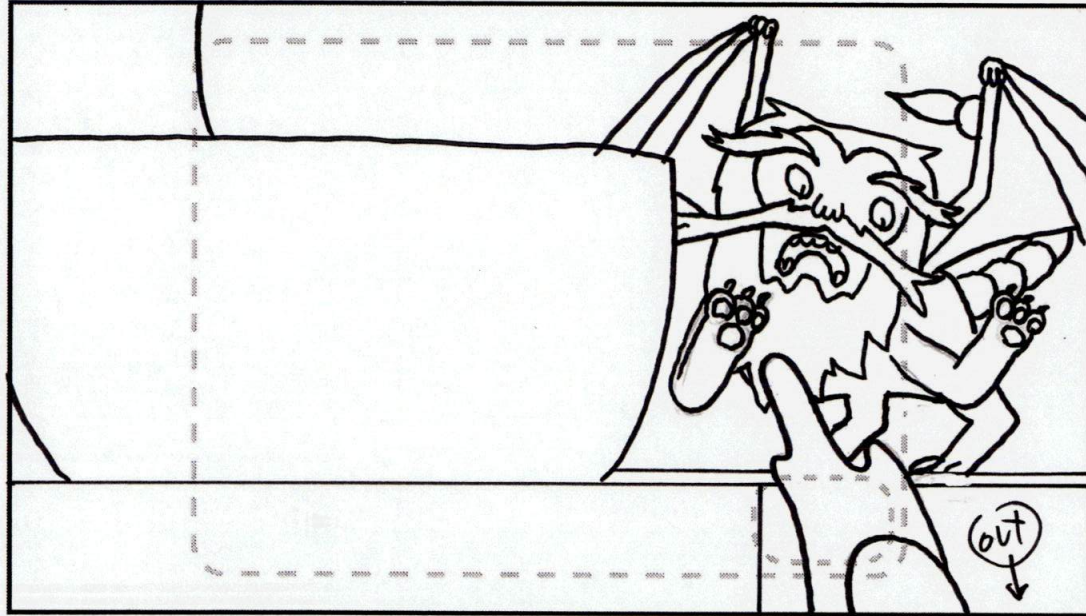


# ADVENTURE TIME

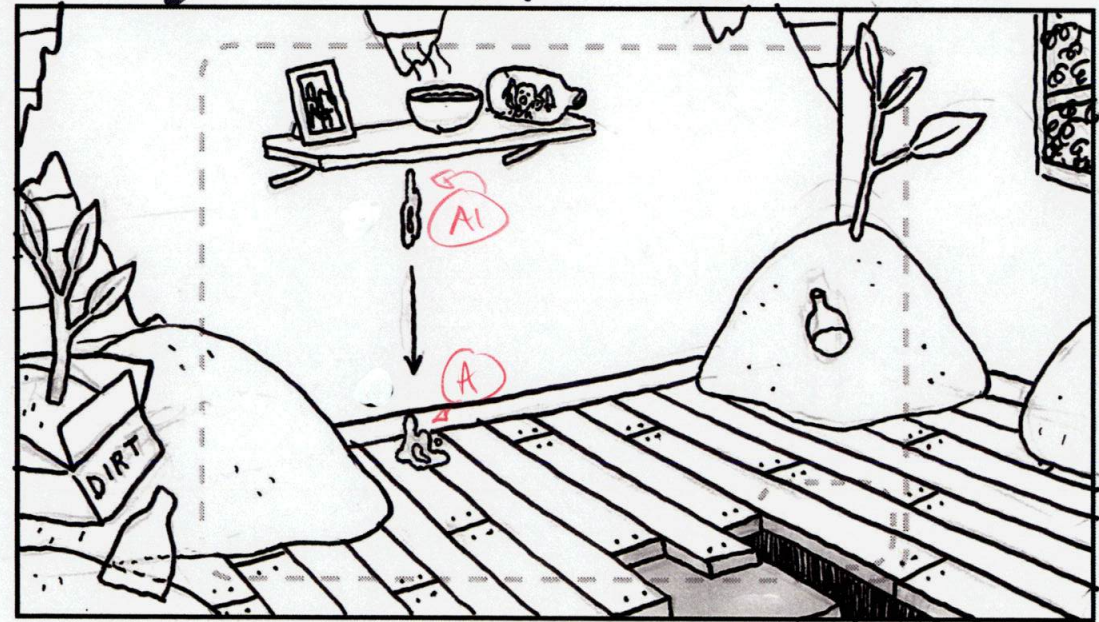


Page 79

Sc. 61 *CONT* Pnl. F Bg. day night



Sc. 62 Pnl. A Bg. day night



Dialog: *Tiny M/ WAIT!*

*Tiny M/ NOOO!*

*sfx/splat*

Action:

*- EGG LANDS ON FLOOR.*

*- EGG FALLS OFF/S*

SEP 18 2014

Timing:

EPISODE #

1025-197

1025/197

Production:

1025/197



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# ADVENTURE TIME



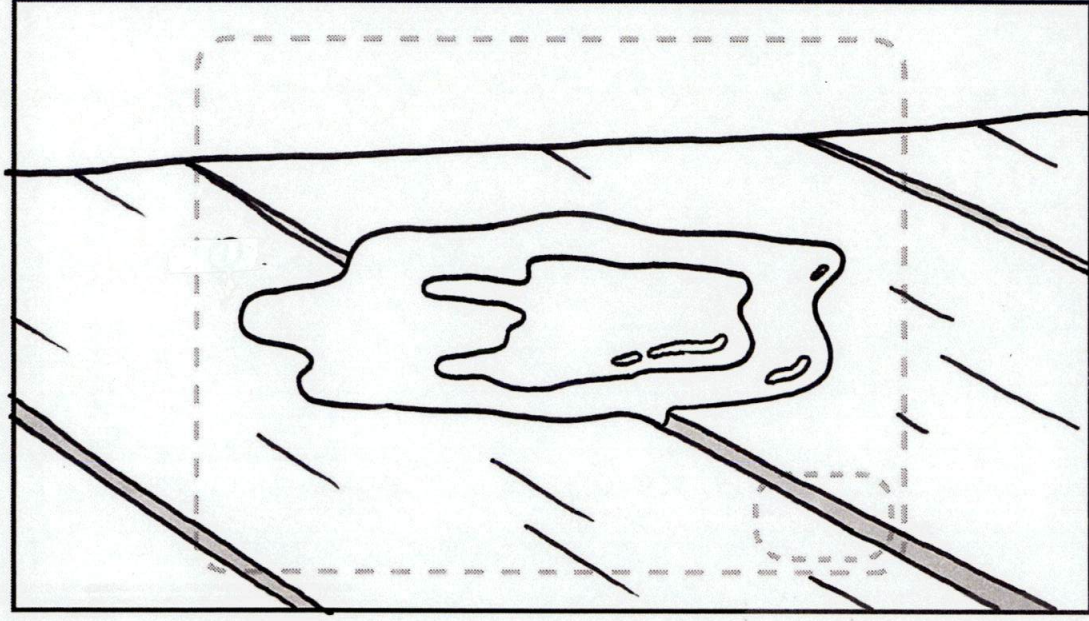
Sc. 63

Pnl. A

Bg.

day night

Page 80  
BOA NEXT

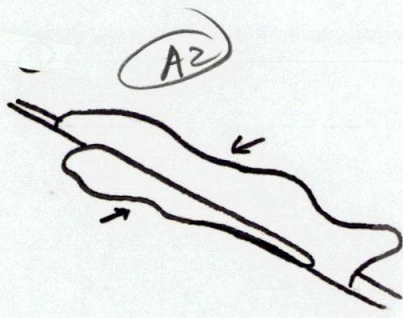
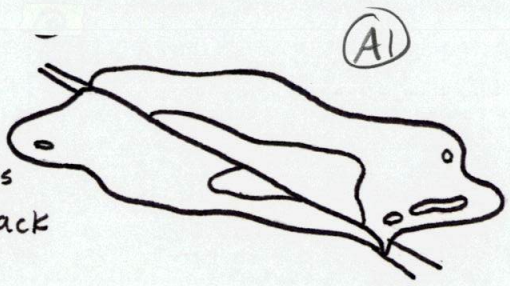


Dialog: TM/ (0/5) OH GLOB I'M SORRY! I DIDN'T  
PLAN THIS OUT!

Action:

egg sinks  
into crack

Timing:



SEP 18 2014

EPISODE #

Production:

1025-197

1025/197

1025/197



ADVENTURE TIME



64

Page 80A  
81 NEXT  
day night

Handwritten: H cut

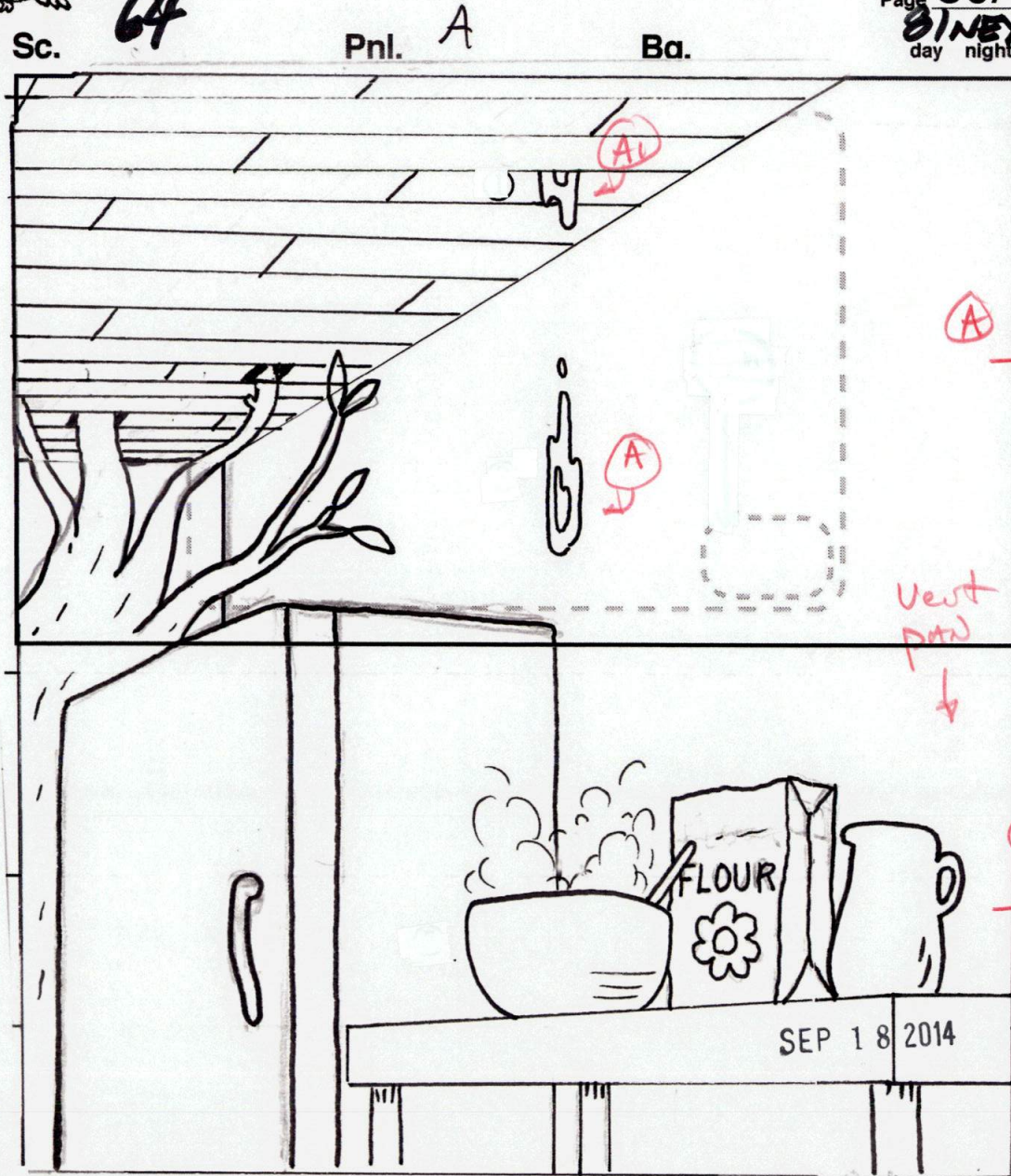
1025-197

1025/197

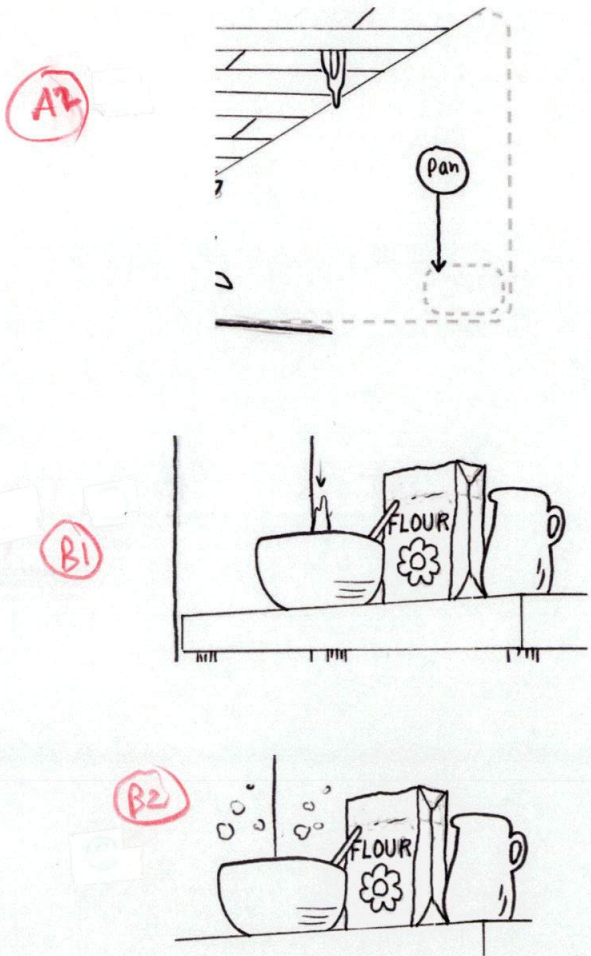
EPISODE #

Production:

1025/197



-EGG FALLS, LAND IN FLOUR BOWL



1025/197



1025/197

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Ho  
Cut

# ADVENTURE TIME



Cut

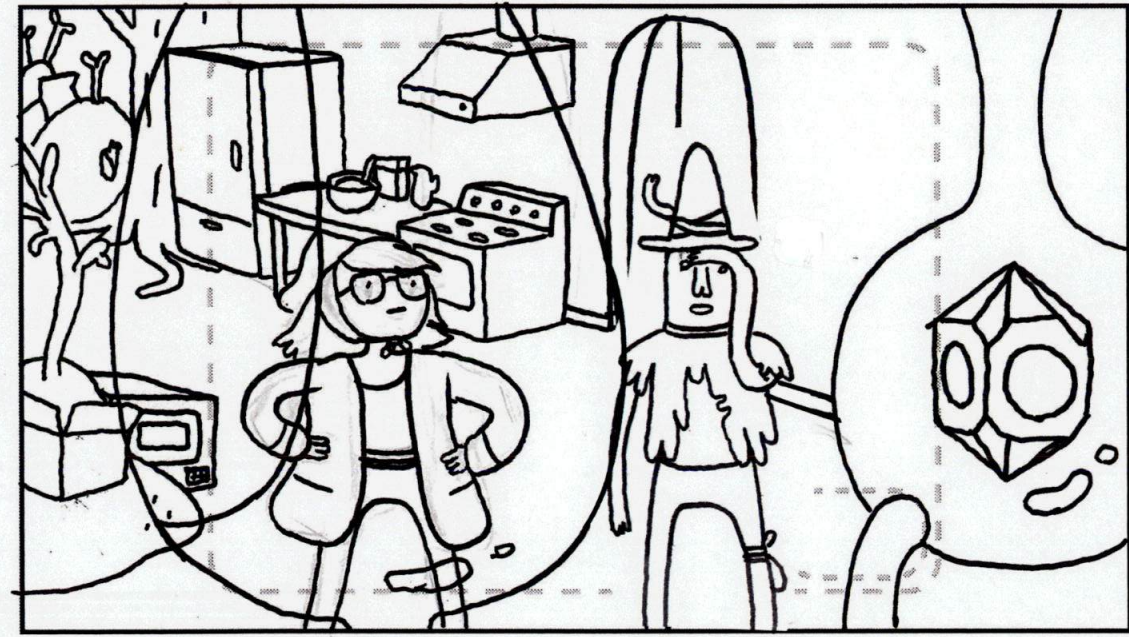
Cut

Sc. 65

Pnl. A

Bg.

day night

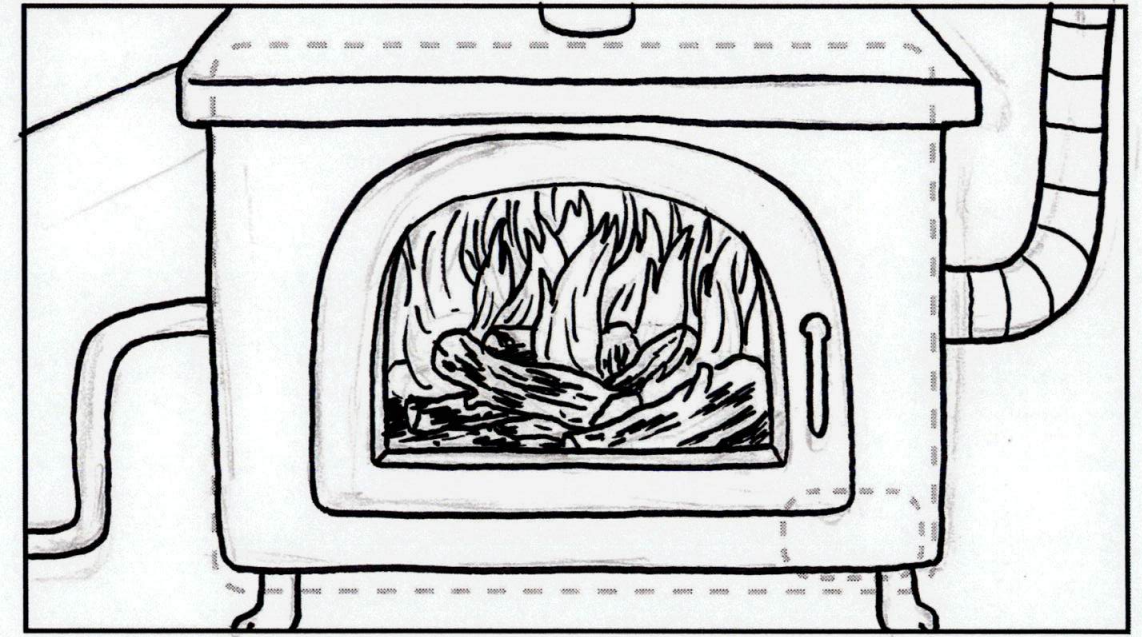


Sc. 66

Pnl. A

Bg.

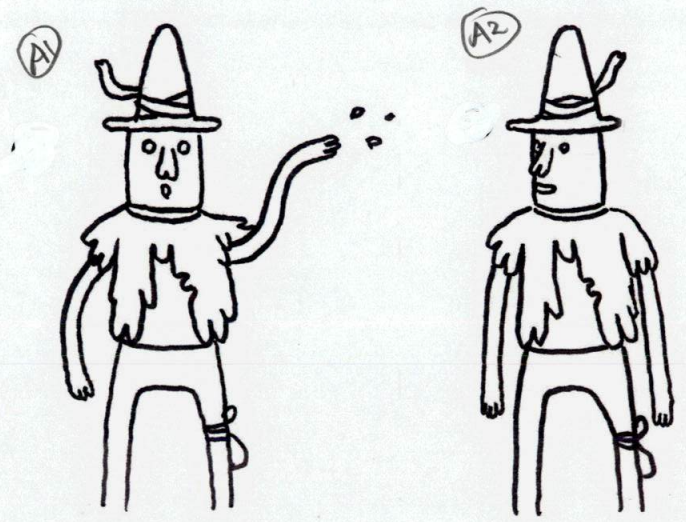
day night



Dialog: MM/ - ) Phew! , Good pump!

Action:

Timing:



MM/ Fire's a'blaze!

SEP 18 2014

EPISODE #

1025/197 1025-197

Production:

1025/197



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# ADVENTURE TIME



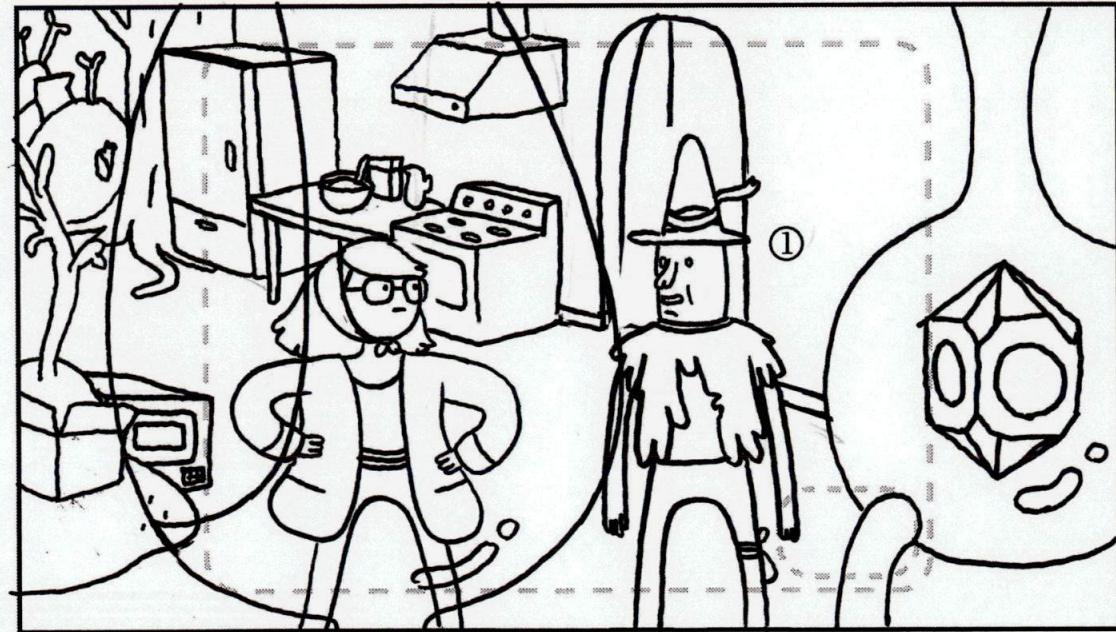
Page 82

Sc. 67

Pnl. A

Bg.

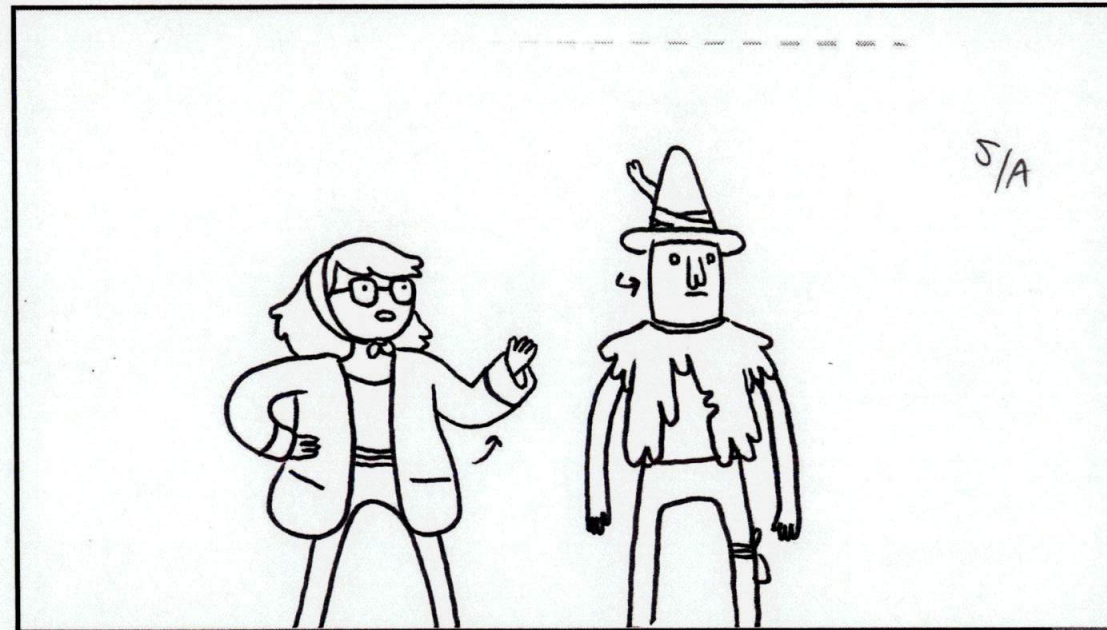
day night



Sc. 67 cont Pnl. B

Bg.

day night



Dialog:

mm/ pump to failure! That's what weight lifters say.

Betty/ so what happens now?

Action:

SEP 18 2014

Timing:

EPISODE #

1025/197 1025-197

Production:

1025/197



ADVENTURE TIME



Page 83

Sc. 68

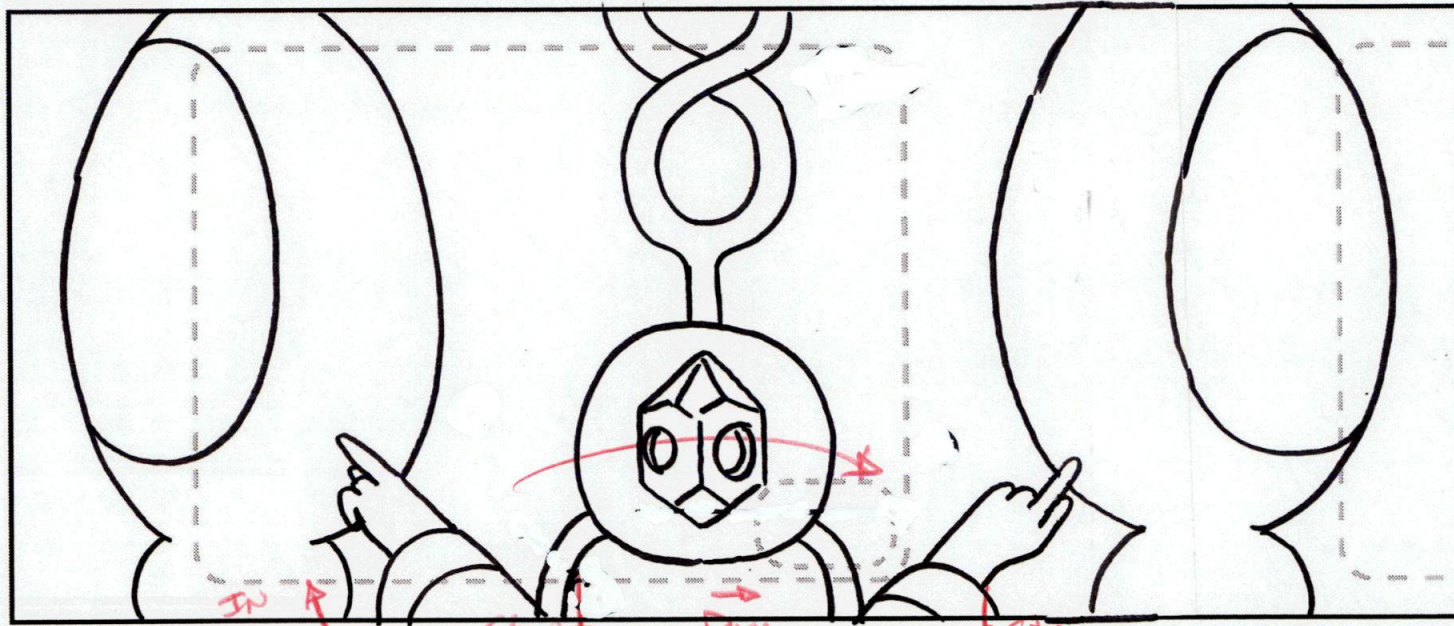
Pnl. A

Bg.

day

B

C.



Dialog: Betty/ (VO) (A) I get in there (B) you get in there WE.

Action: -BETTY POINTS

Timing:

SEP 18 2014

Production:

1025/197

1025/197  
1025-197

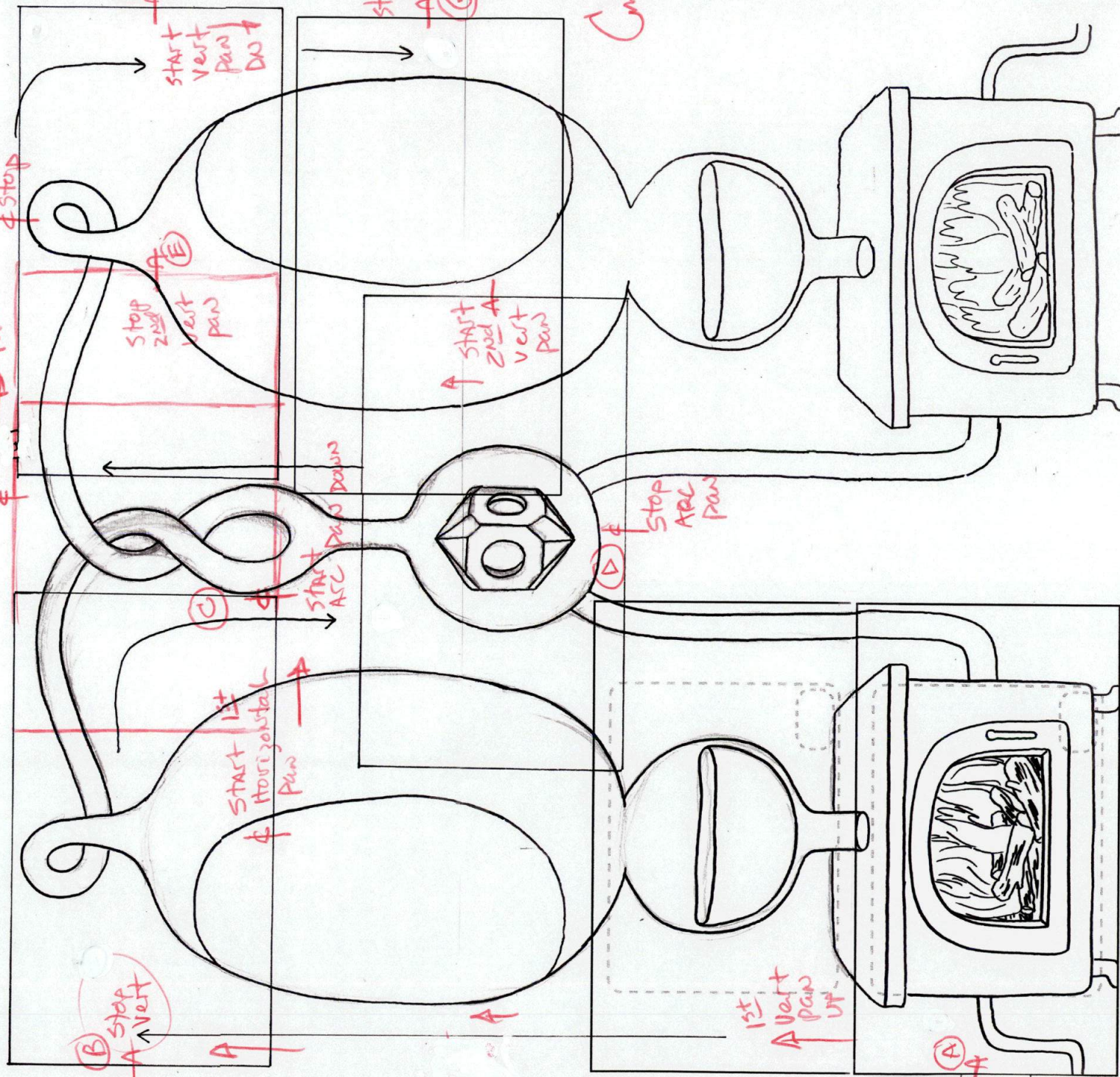


Betty / (vo)  
We sweat it out in a magic induced trance.  
My essence Marimates Glob's helmet  
With its ancient human DNA code which  
Should cause it to act as a Sorcerer's stone  
for your transmutation into the Glob head.

5669

1025-197

start 2nd Horizontal Pan.



SEP 18 2014

1025/197

1025/197

84



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1025/197

# ADVENTURE TIME

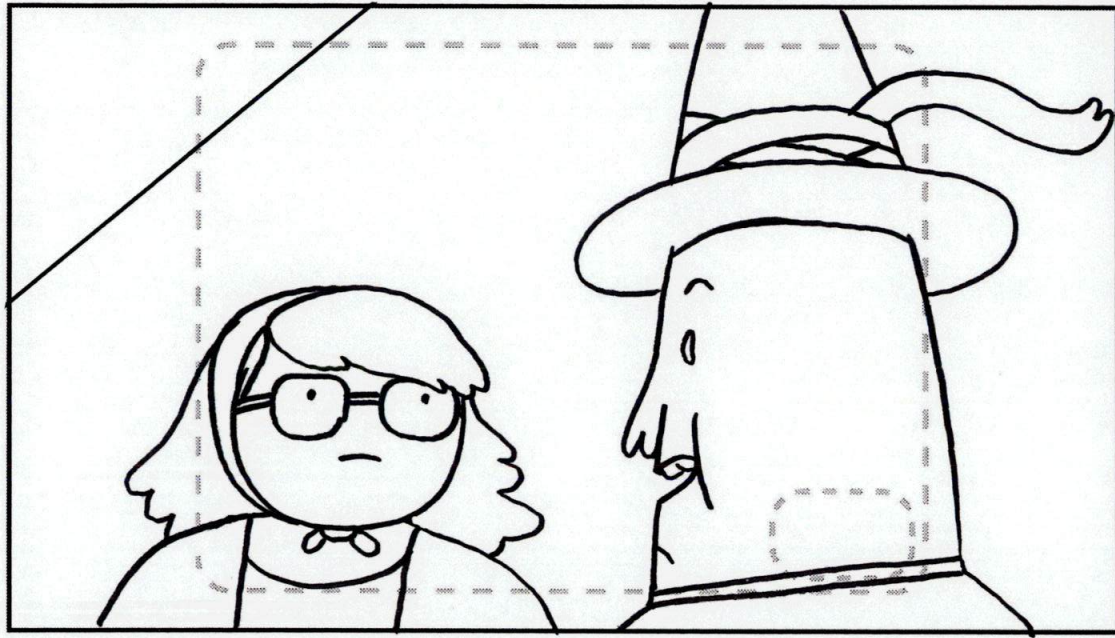


Sc. 70

Pnl. A

Bg.

day night



Sc. 71

Pnl. A

Bg.

day night



Dialog:	<u>MM</u> which should allow me--	<u>MM</u> (os)/-to activate my ancient martian transport.
Action:	-CU of TRANSPORTER FROM SONS OF MARS.	
Timing:	SEP 18 2014	

1025/197

1025-197

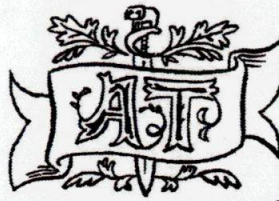
EPISODE #

1025/197

Production:



# ADVENTURE TIME



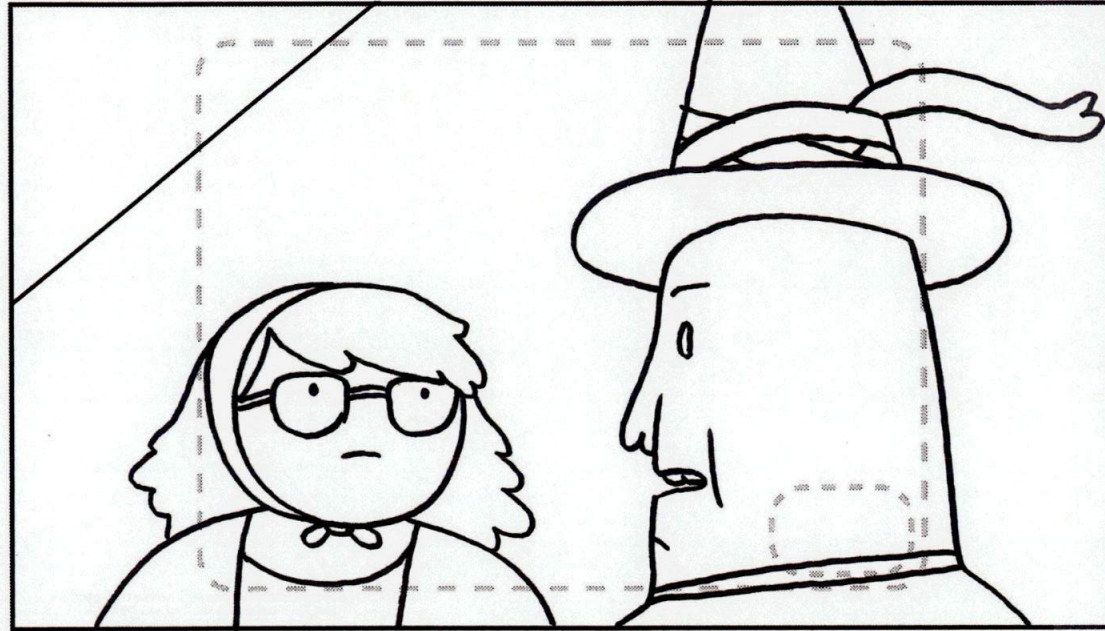
Page 86

Sc. 72

Pnl. A

Bg.

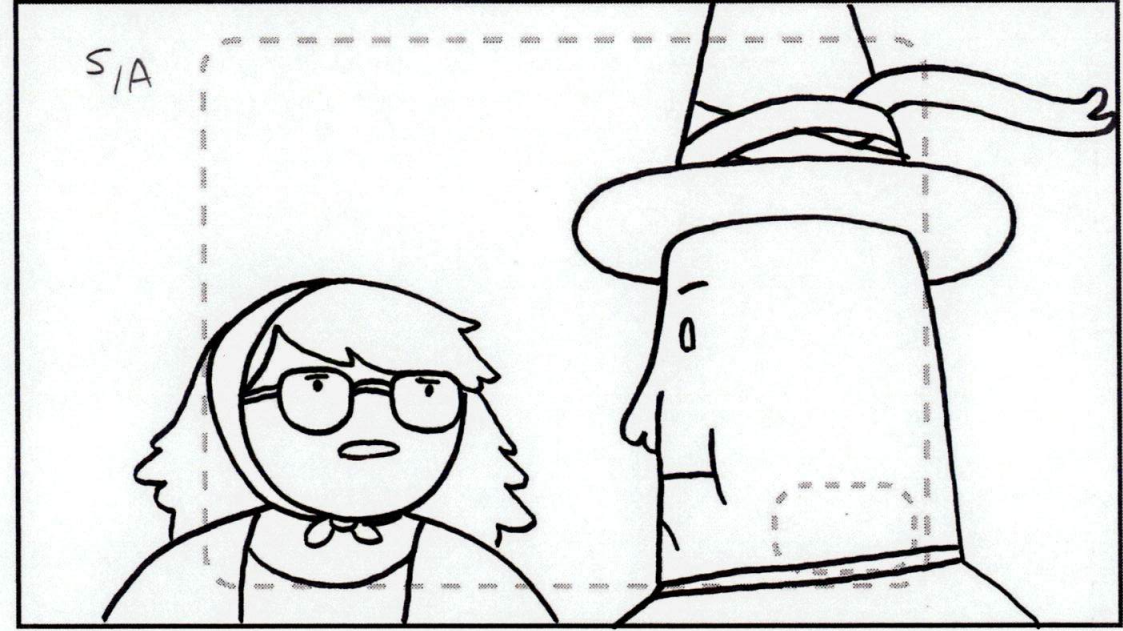
day night



Sc. 72 CONT Pnl. B

Bg.

day night



Dialog:

Betty/ Is this gonna change you?

Action:

Timing:

SEP 18 2014

EPISODE #

Production:

1025-197

1025/197

1025/197



ADVENTURE TIME



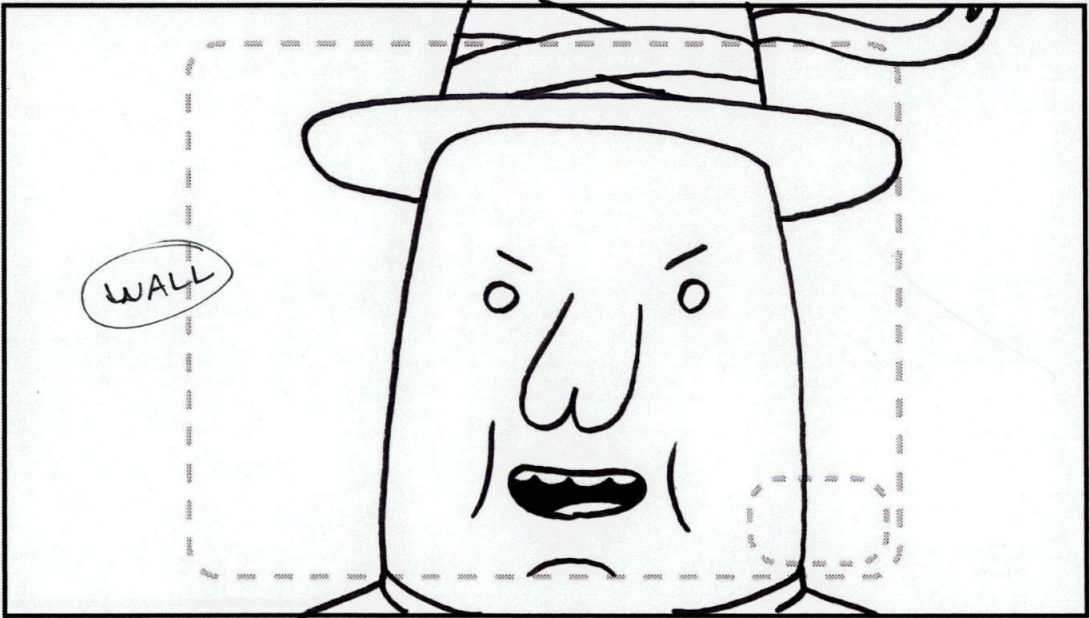
Page 87

Sc. 73

Pnl. A

Bg.

day night

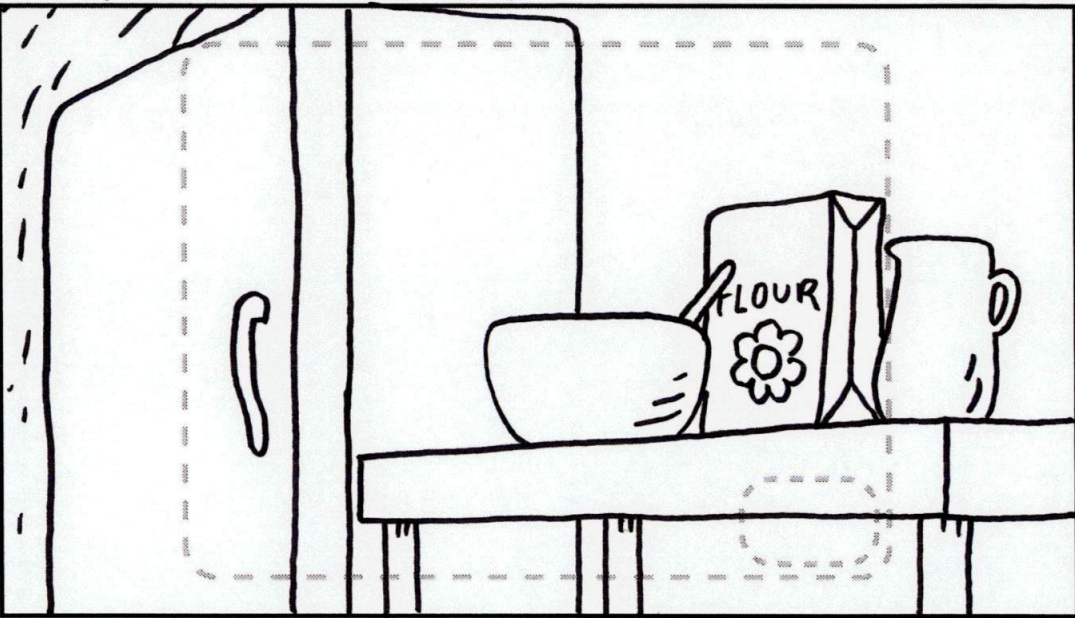


Sc. 74

Pnl. A

Bg.

day night



Dialog:

mm / will it change you?

mm / and will you be hungry after?

Action:

Timing:

SEP 18 2014

EPISODE #

Production:

1025-197

1025/197

1025/197

1025/197



1025/197

Ho  
Cut

# ADVENTURE TIME



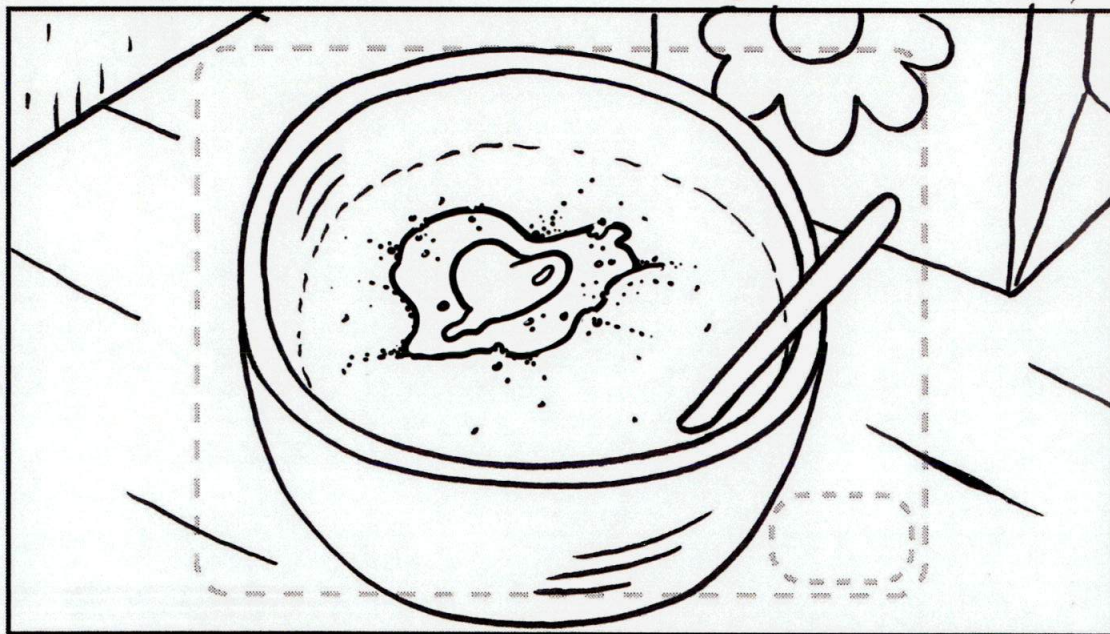
Cut

Sc. 75

Pnl. A

Bg.

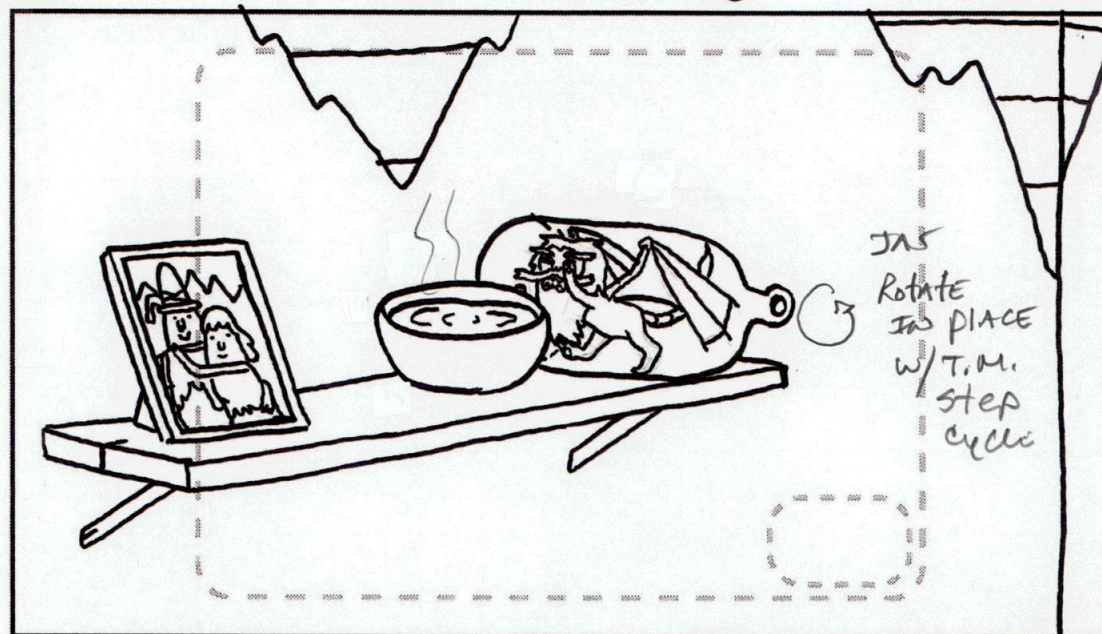
day night



Sc. 76

Pnl. A

Bg.



JAS  
Rotate  
in place  
w/ T.M.  
step  
cycle

Dialog:

MM (os) / Why don't you finish baking  
your famous bread huh?!

Action:

Timing:

Tiny Manticore! OK this is your last chance!

T.M. WALKS IN PLACE  
BEFORE GETTING  
TRACTION



SEP 18 2014

(A)

Page 88

BOA NEXT  
day night

EPISODE #

Production:

1025/197 1025-197

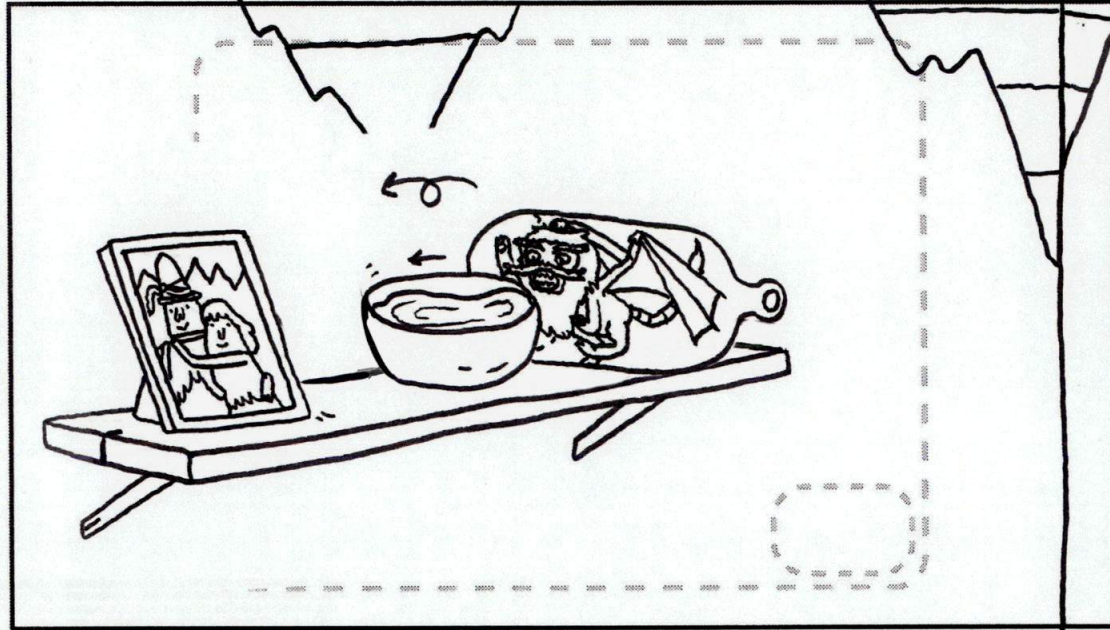
1025/197



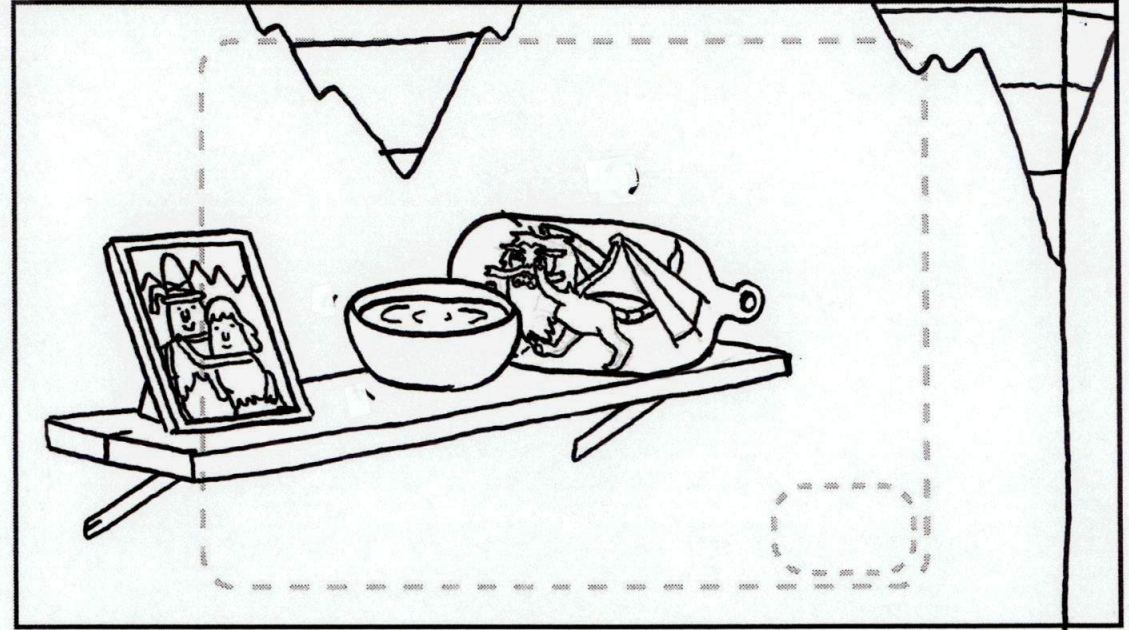
# ADVENTURE TIME



Sc. 76 CONT Pnl. B Bg. day night



Sc. 76 CONT Pnl. C Bg. day night



Page 88 A  
89 NEXT  
day night  
HV  
art

Dialog:

Action: - TM STARTS TO ROLL  
Pushing Bowl

Timing:



SEP 18 2014

- TM ROLLS  
AGAINST  
BOWL, SLIDING  
IT TOWARDS  
FRAMED PICTURE.

EPISODE #

1025/197

1025-197

Production:

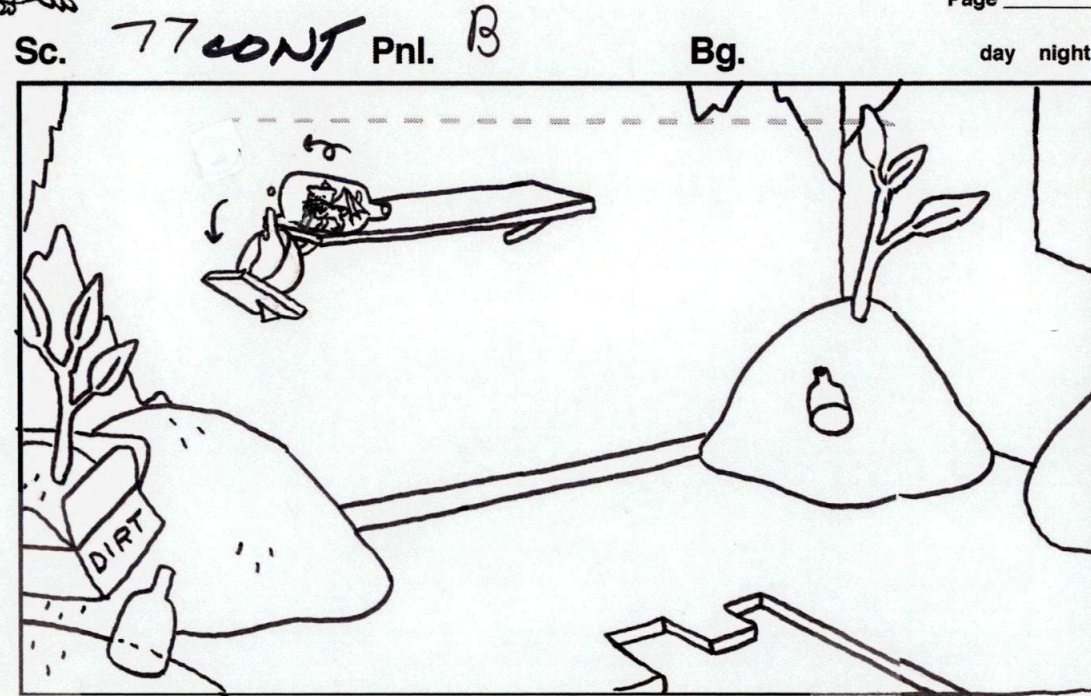
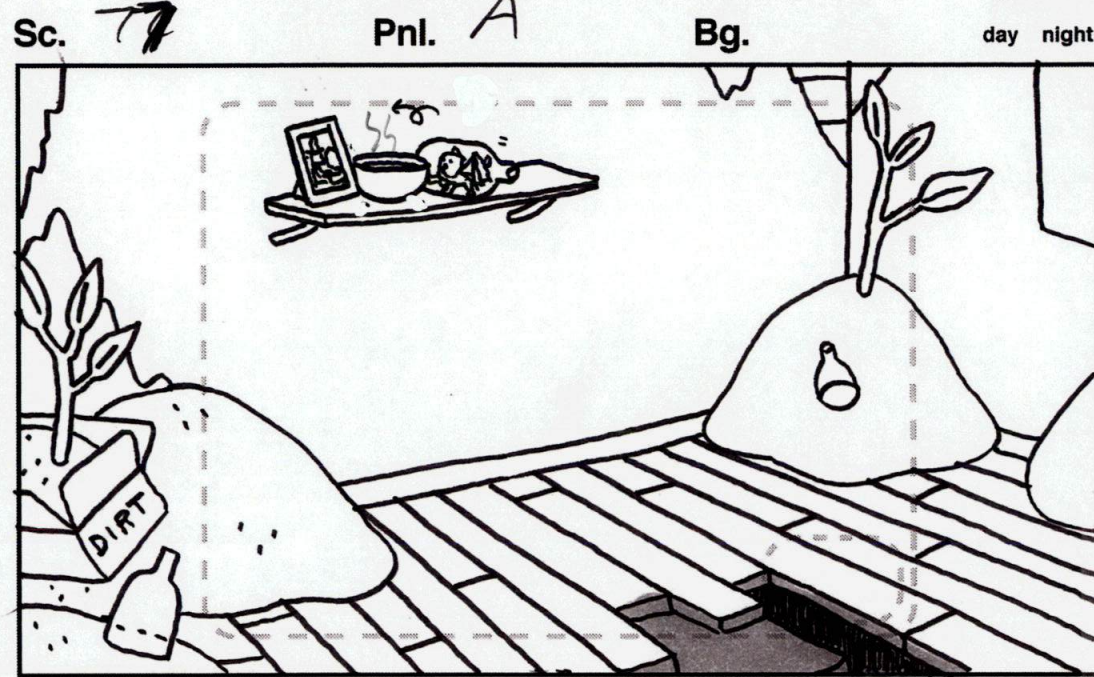
1025/197



# ADVENTURE TIME



Page 89



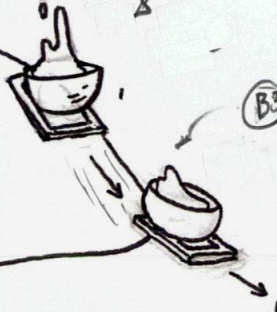
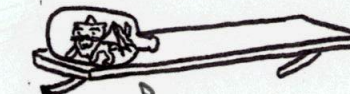
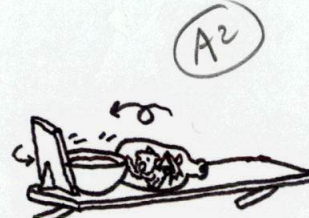
Dialog: TM/① The dirt should break your fall  
② then it's up to you 'cause I'm useless!

(B1)

Tiny Manticore/! GOO! YES!

Action:

Timing:



- BOWL + PICTURE  
FALL OFF SHLF,  
HIT DIRT, SUDE  
TOWARDS HOLE.

SEP 18 2014

TU cutoff

EPISODE #

1025-197

1025/197

Production:

1025/197

1025/197



# ADVENTURE TIME



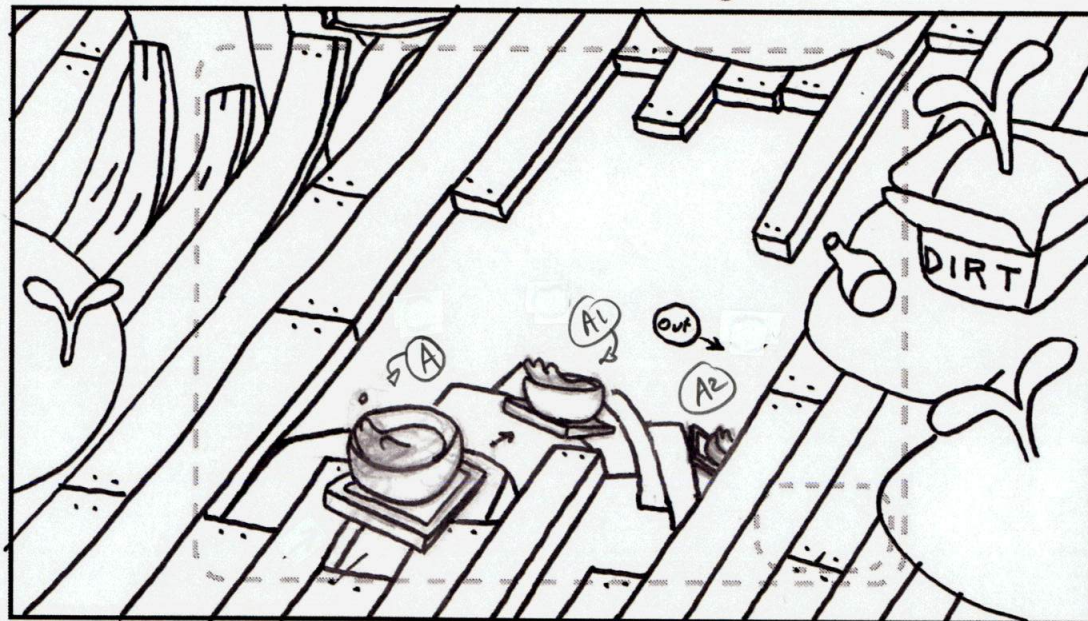
Page 90

Sc. 78

Pnl. A

Bg.

day night

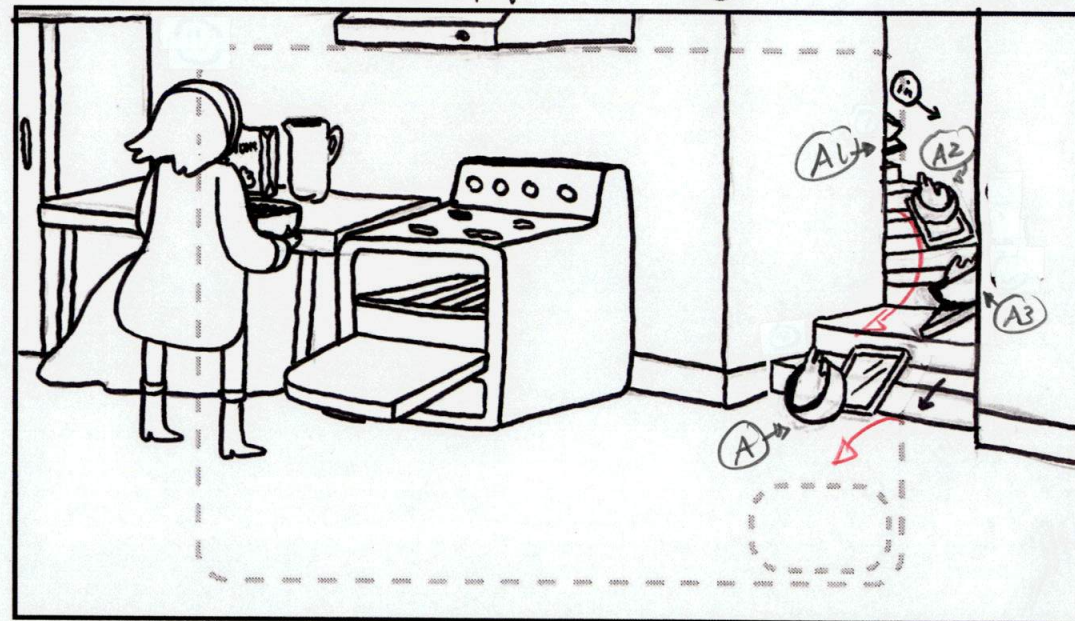


Sc. 79

Pnl. A

Bg.

day night



Dialog:

Tiny Manticore / Haha DO IT!!

Betty / Bread's goin' -

Action:

- BOWL + PICTURE SLIDE DOWN STAIRS.

- BOWL + PICTURE SLIDE  
ON / S



Timing:

SEP 18 2014

EPISODE #

1025-197

1025/197

Production:

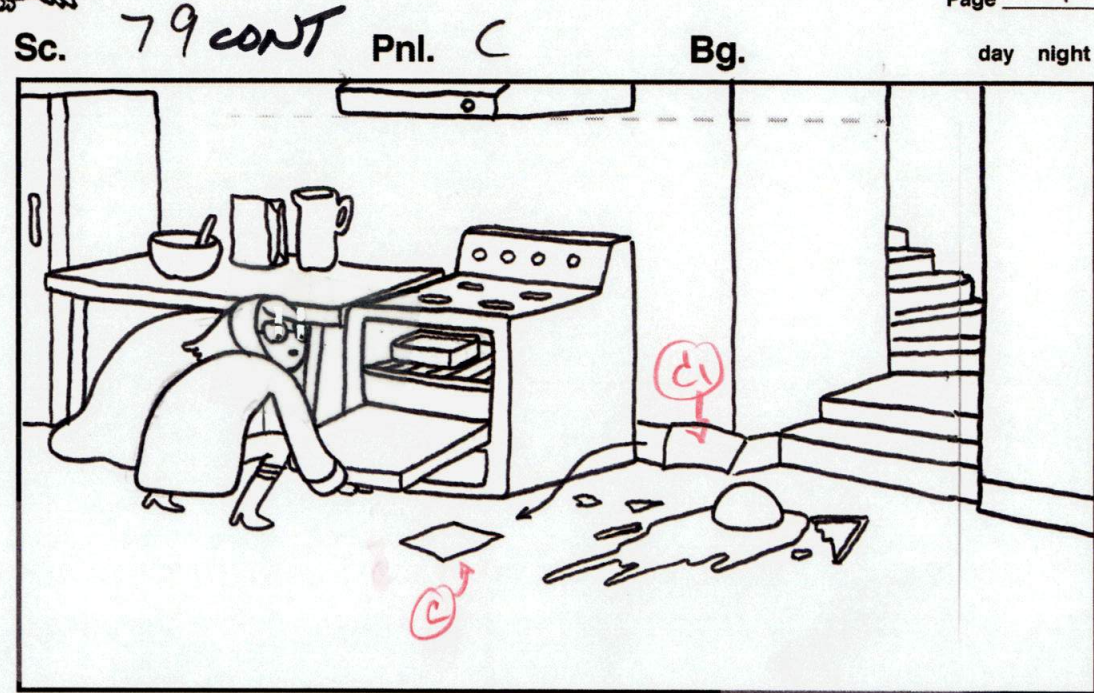
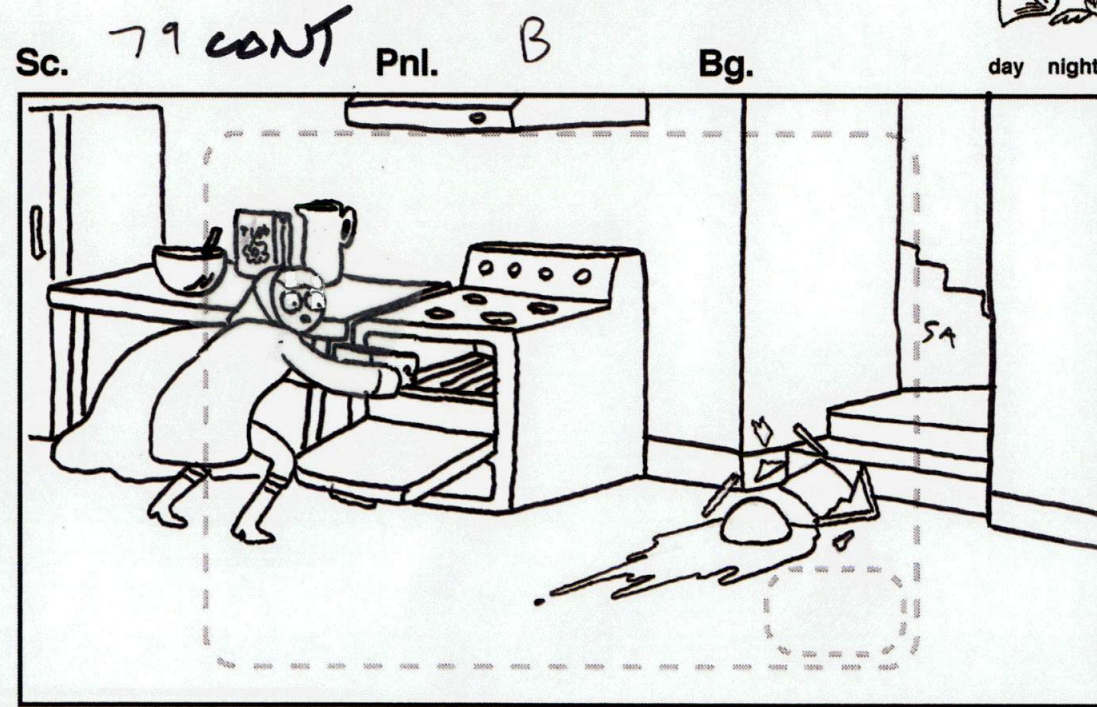
1025/197



# ADVENTURE TIME



Page 91  
day night



Dialog: sfx / smash!

Betty / - in.

Action: -BOWL UPENDS, FRAME SHATTERS

- picture smashes out of frame

Timing:



SEP 18 2011

EPISODE #

Production:

1025/197 1025-197

1025/197

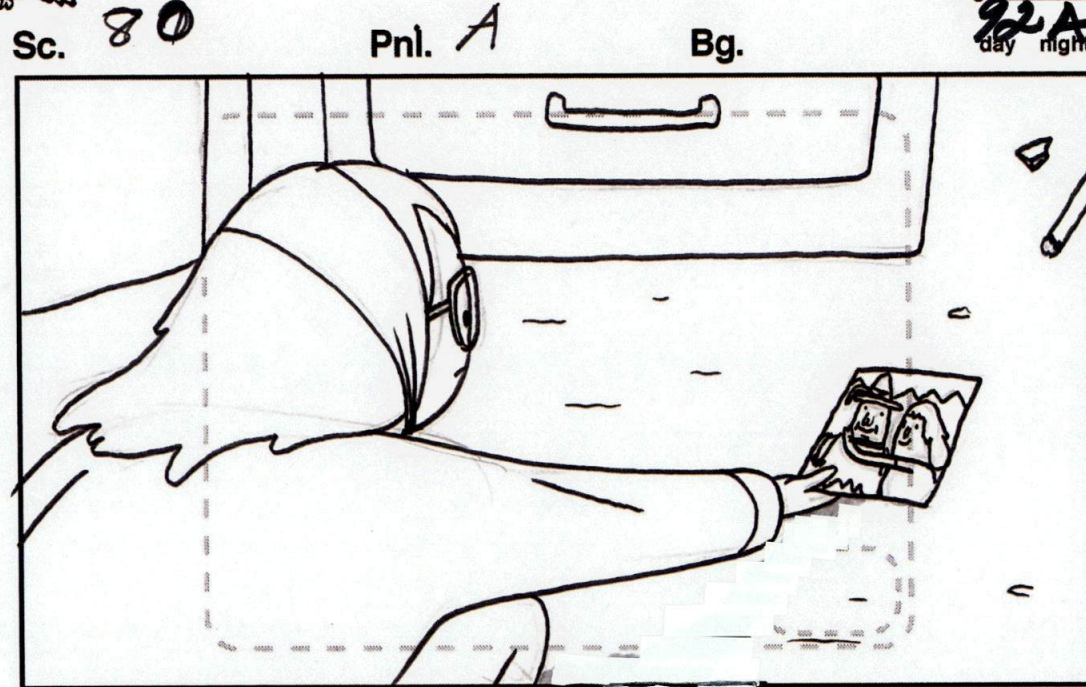
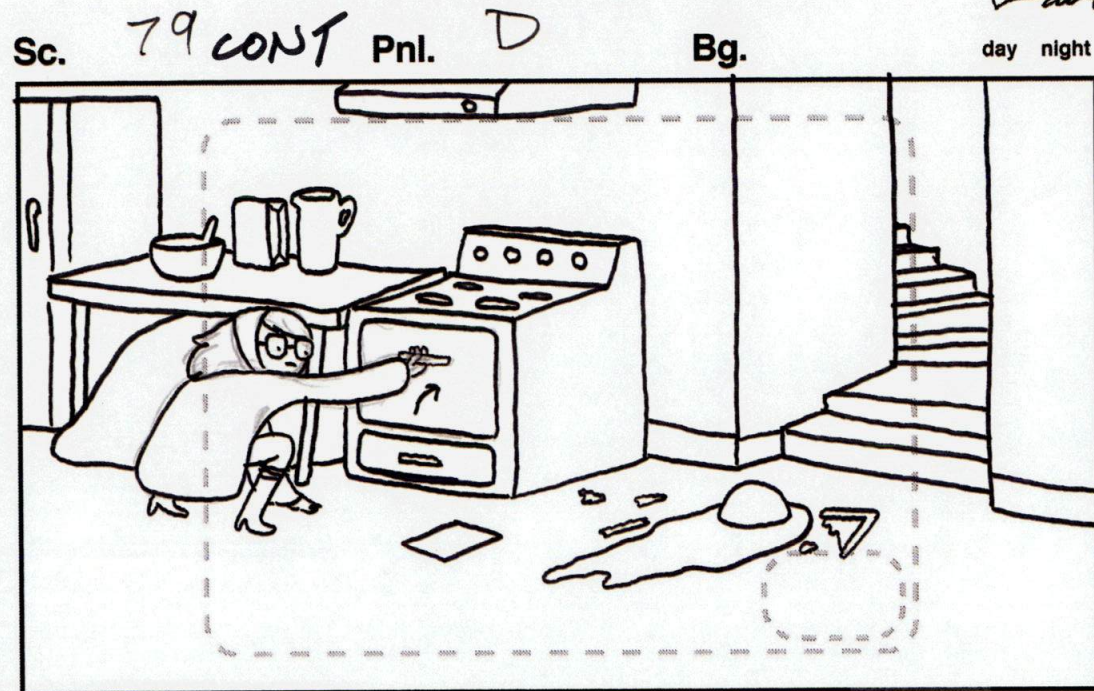


# ADVENTURE TIME



H2O cut

Page 92  
92A NEXT  
day night

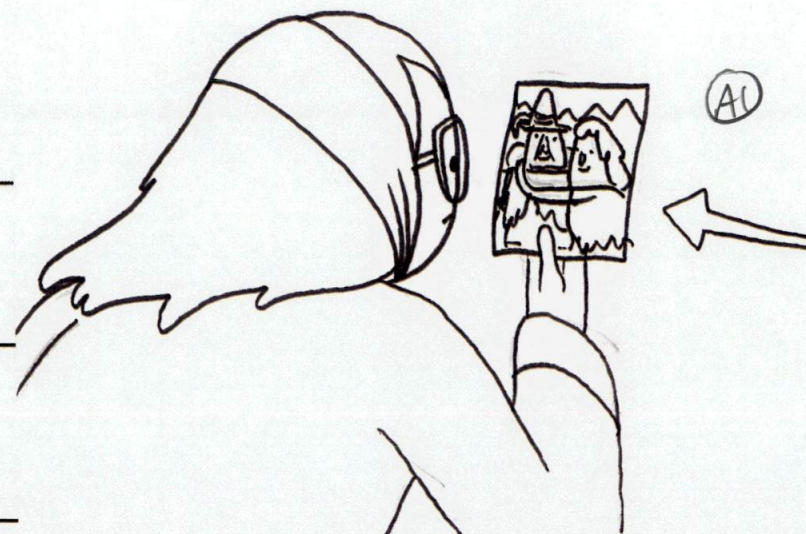


Dialog:

Action:

- BETTY  
CLOSES  
OVEN, REACHES  
FOR PICTURE.

Timing:



SEP 18 2014

EPISODE #

Production:

1025-197

1025/197

1025/197



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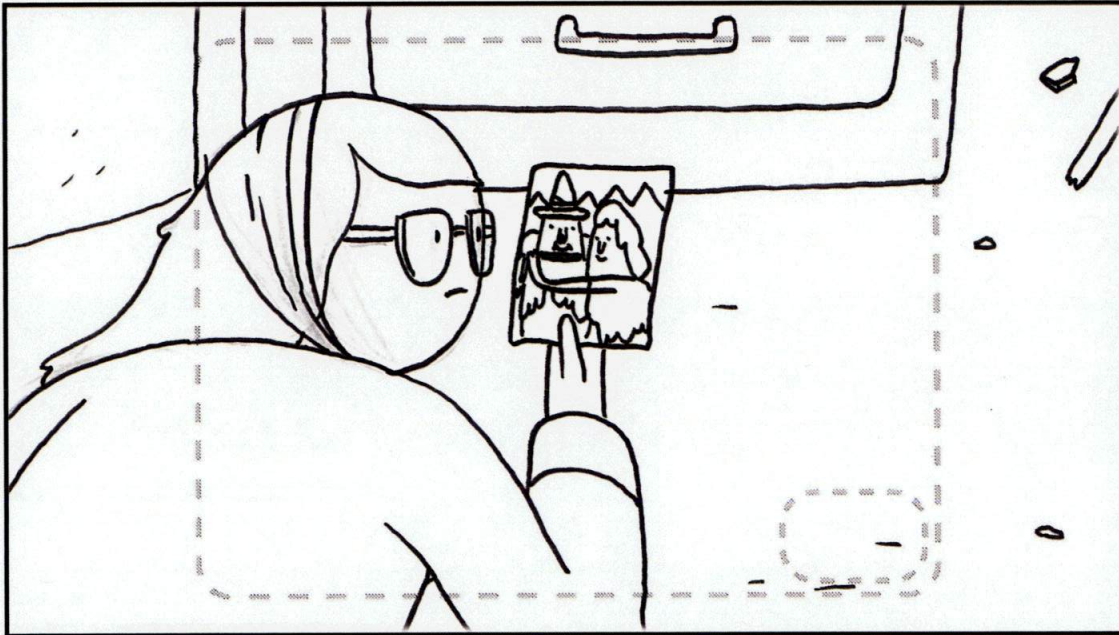
# ADVENTURE TIME



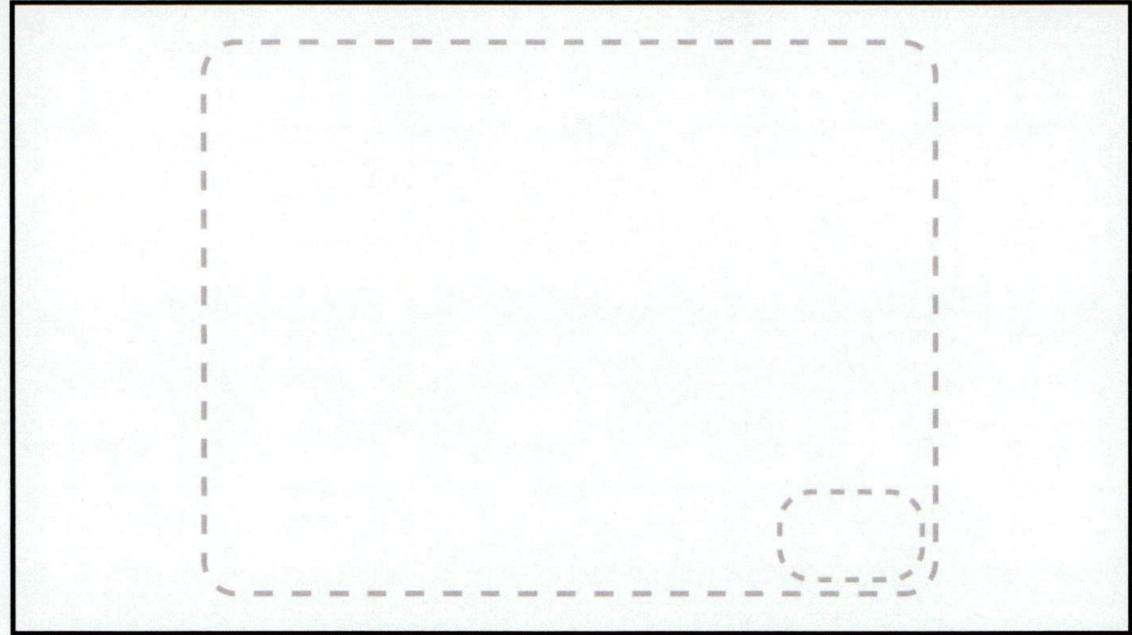
*Cut*

Page 92A  
*93 NEXT*  
day night

Sc. 80 *CONT* Pnl. B Bg. day night



Sc. Pnl. Bg. day night



Dialog: MM (os)/ Hurry up, Betty

Action:

Timing:

SEP 18 2014

EPISODE #

10 25 / 197

Production:

10 25 / 197



# ADVENTURE TIME



*Cut*

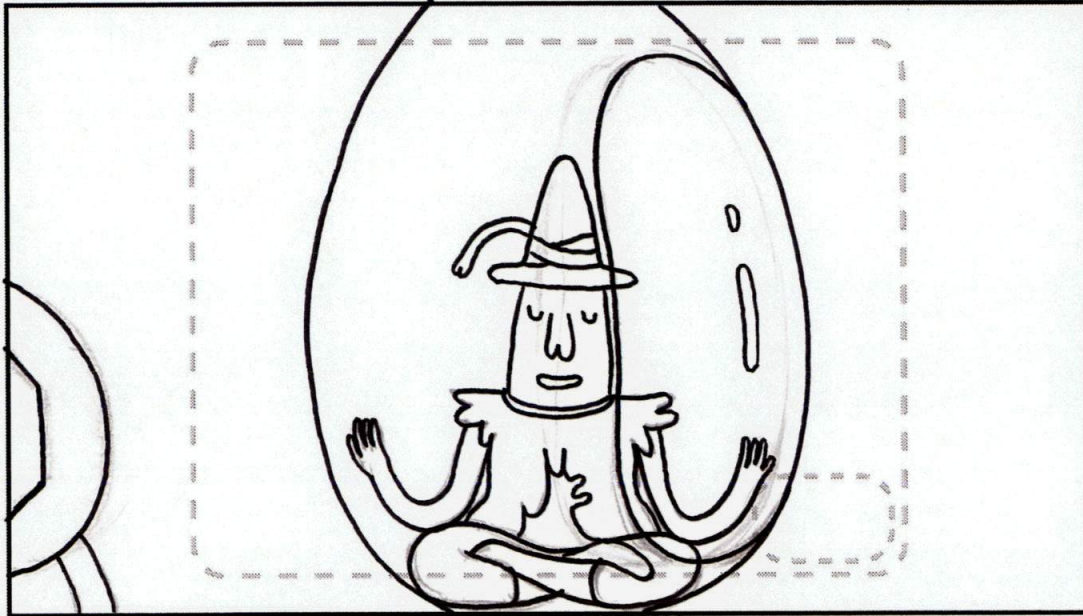
Page 93

Sc. 81

Pnl. A

Bg.

day night

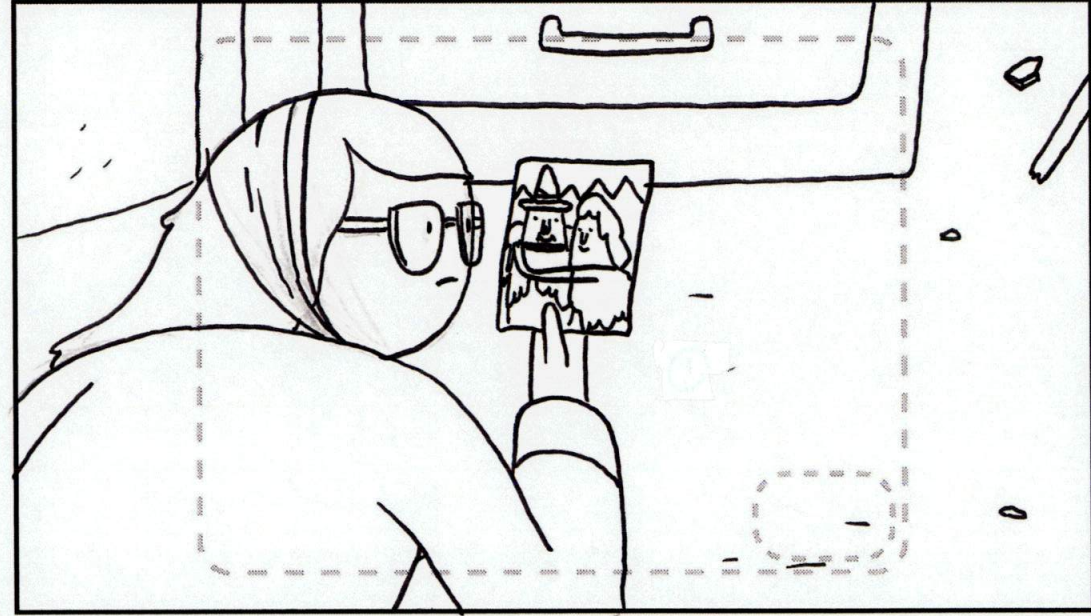


Sc. 82

Pnl. A

Bg.

day night

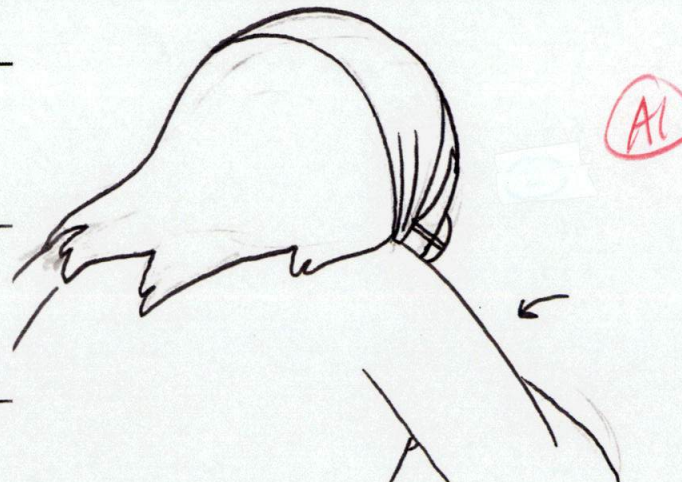


*140 Cut*

**Dialog:** MM: All the answers to your theories as our spirits meld.

**Action:**

**Timing:**



SEP 18 2014

EPISODE #

1025-197

1025/197

Production:

1025/197

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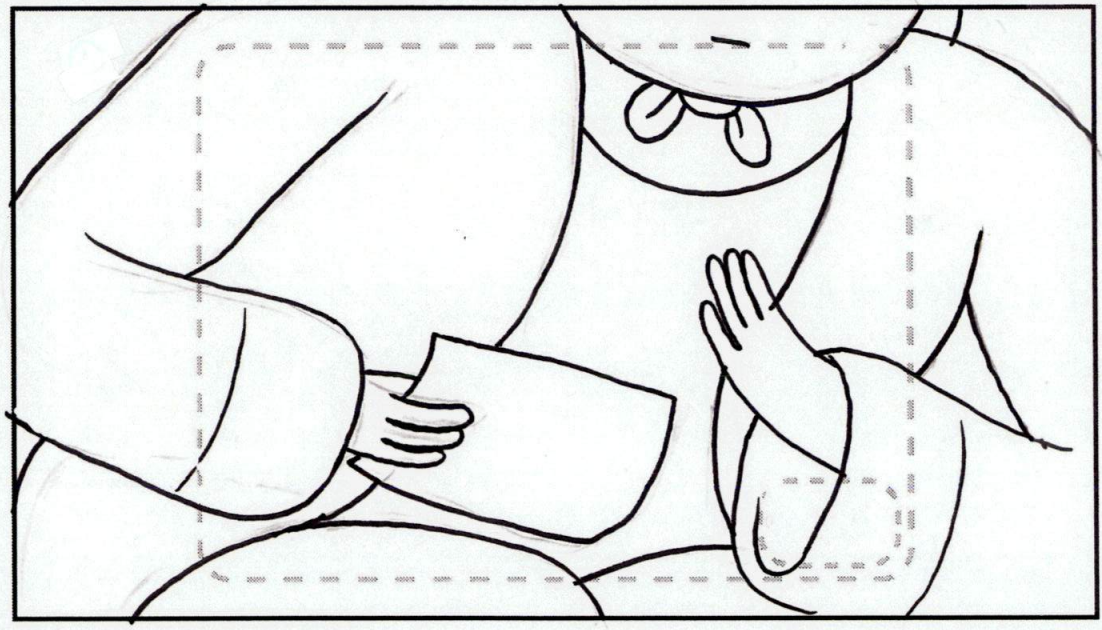
Ho  
Cont

# ADVENTURE TIME

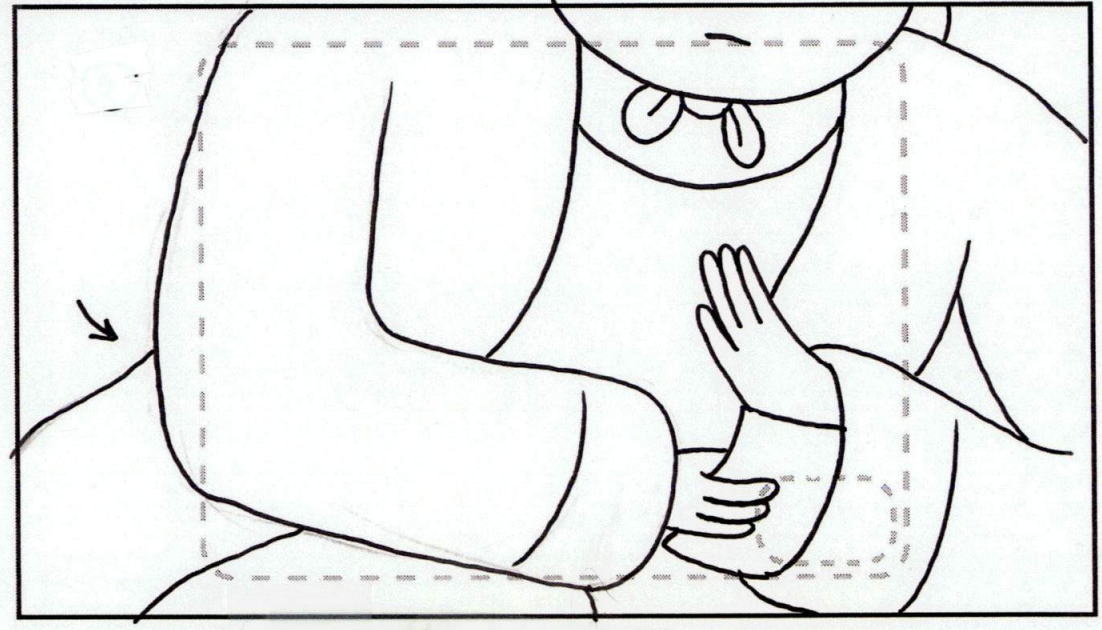


Cont

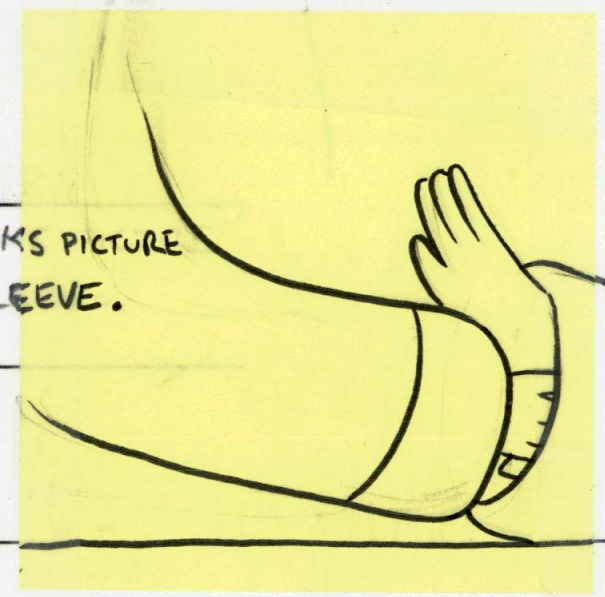
Sc. 83 Pnl. A Bg. day night



Sc. 83 CONT Pnl. B Bg. day night



Dialog:	
Action:	- BETTY TUCKS PICTURE IN HER SLEEVE.
Timing:	



1 8 2014  
(B1)

EPISODE #  
1025-197

1025/197

Production:

1025/197



# ADVENTURE TIME



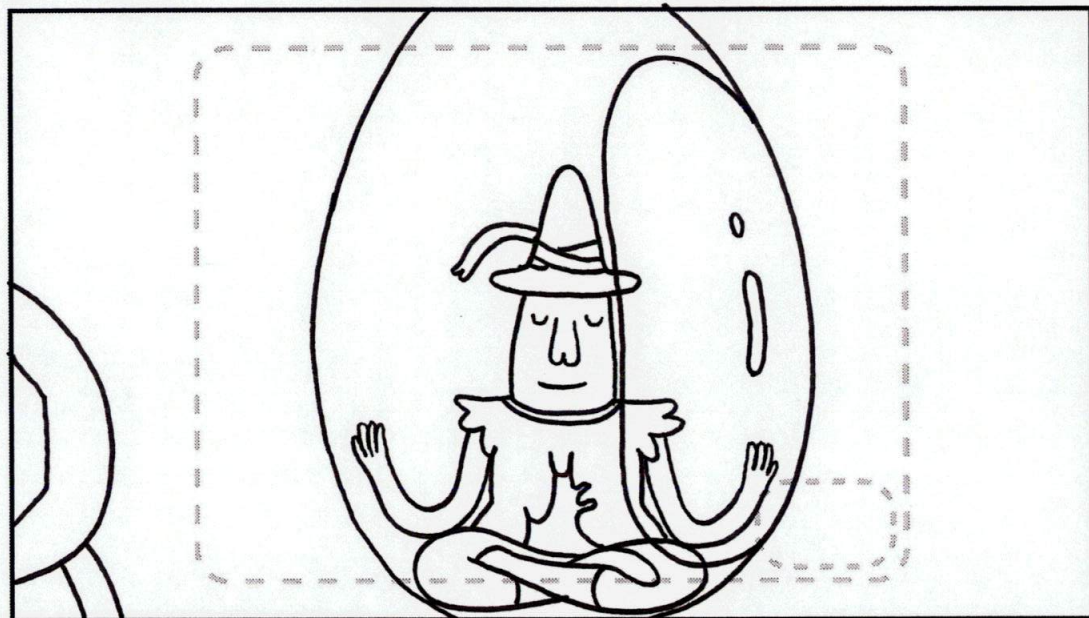
Page 95

Sc. 84

Pnl. A

Bg.

day night

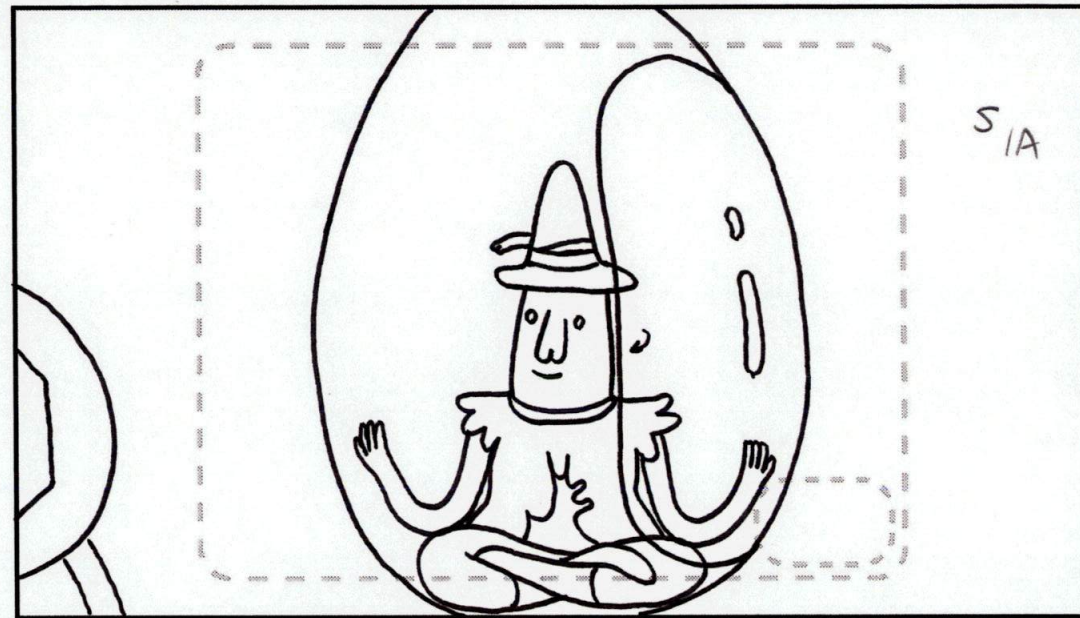


Sc. 84 CONT

Pnl. B

Bg.

day night



Dialog: Betty (os) / OK be right there...

(Betty grunting)

Action:

SEP 18 2011

Timing:

EPISODE #

Production:

1025-197

1025/197

1025/197



1025/197

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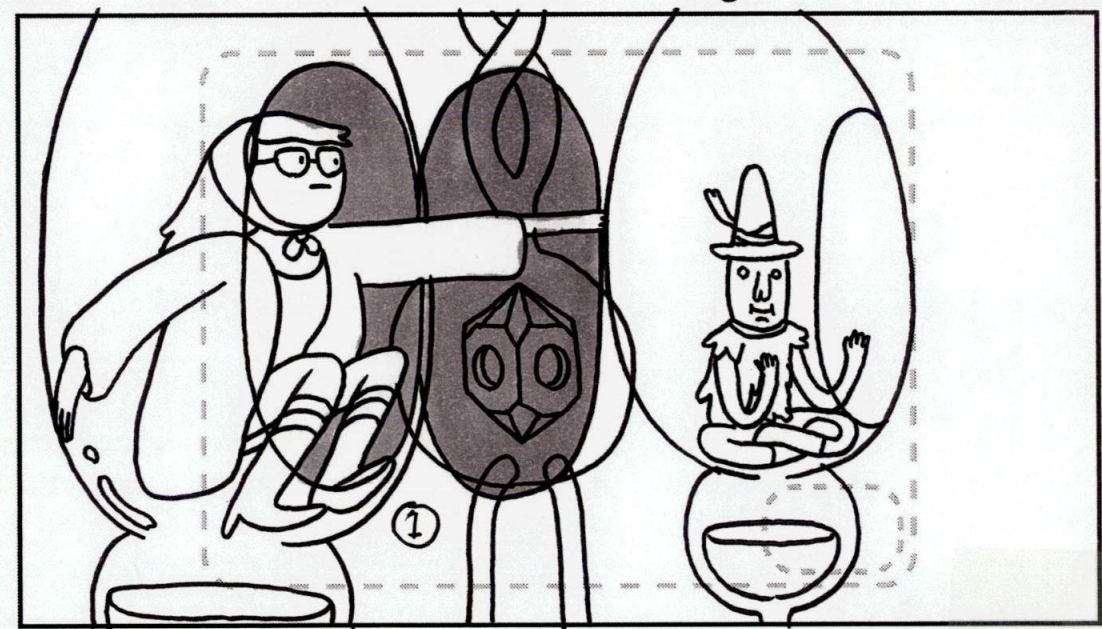
Ho cut

# ADVENTURE TIME

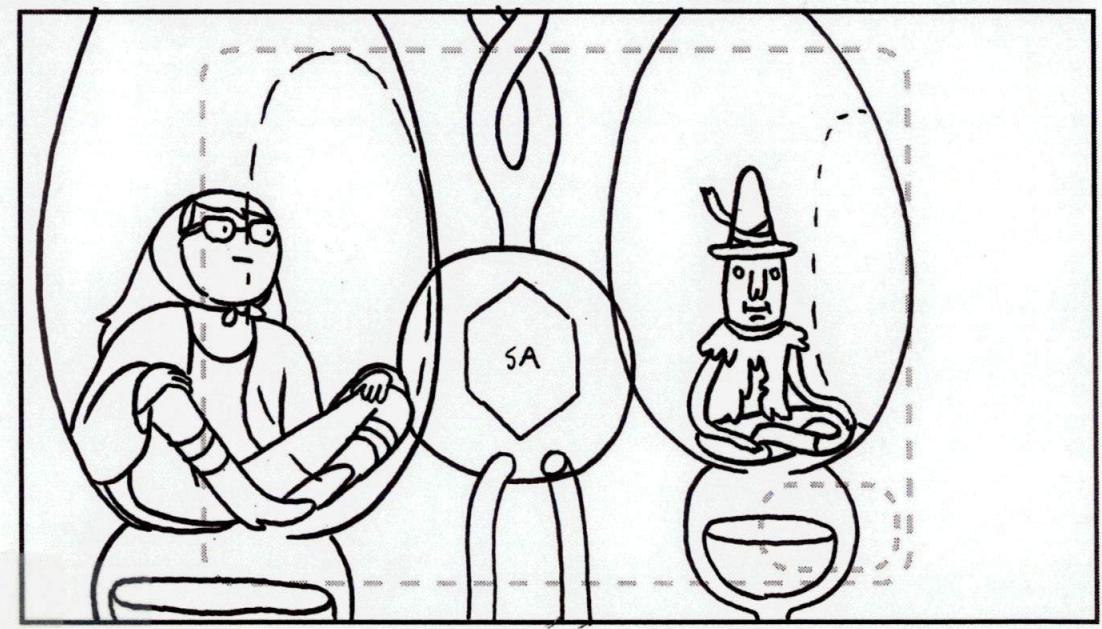


Page 96

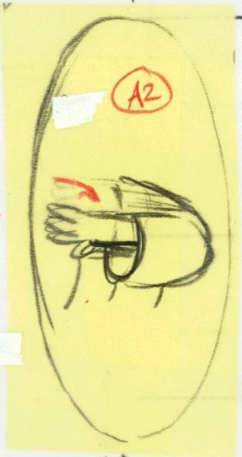
Sc. 85 Pnl. A Bg. day night



Sc. 85 cont Pnl. B Bg. day night



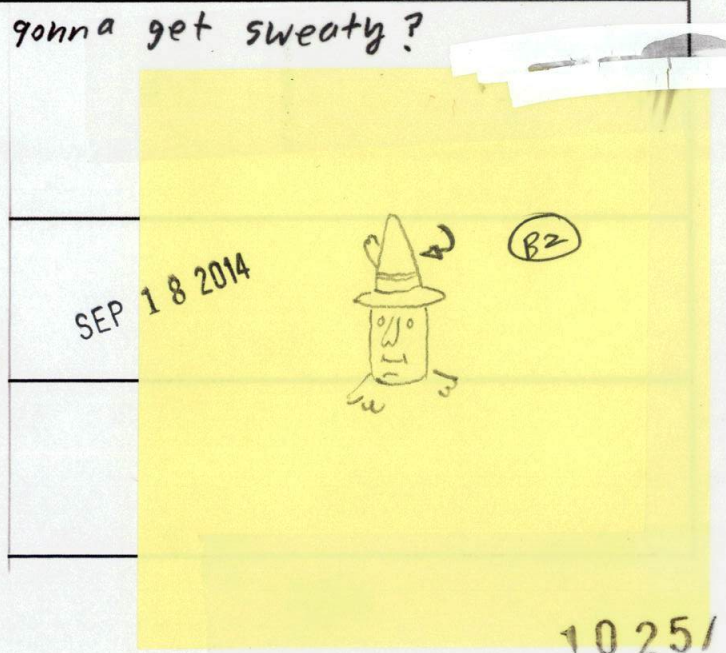
Dialog:  
  
Action:  
- BETTY PULLS  
DOOR CLOSED.  
  
Timing:



Door  
CLOSED  
(L) ARM  
SLIDE DN



Betty/ It's gonna get sweaty?



SEP 18 2014

EPISODE #

Production:

1025/197 1025-197

1025/197



1025/197

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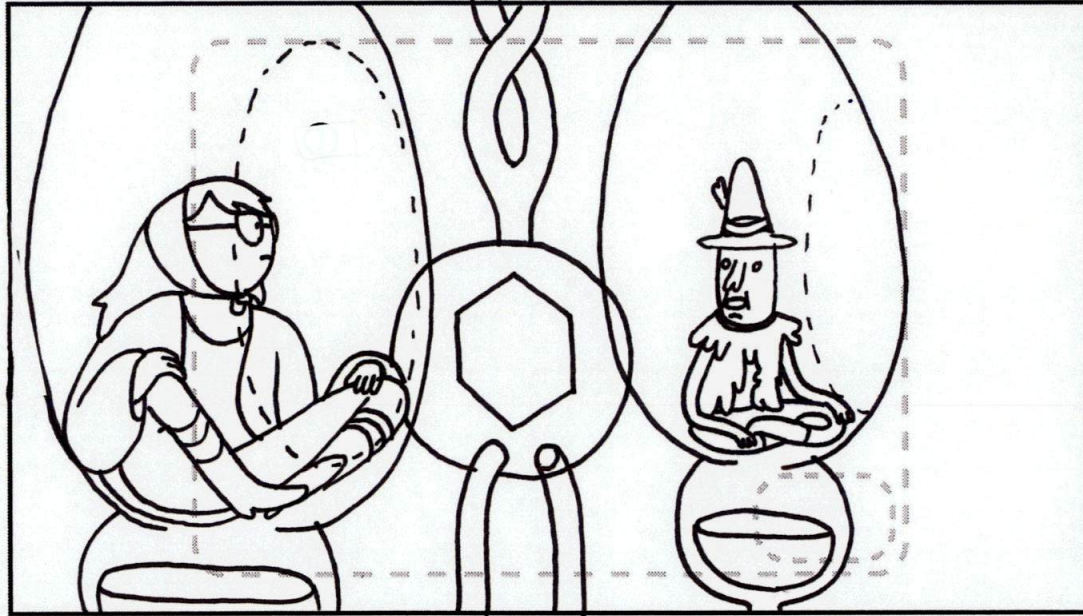
# ADVENTURE TIME



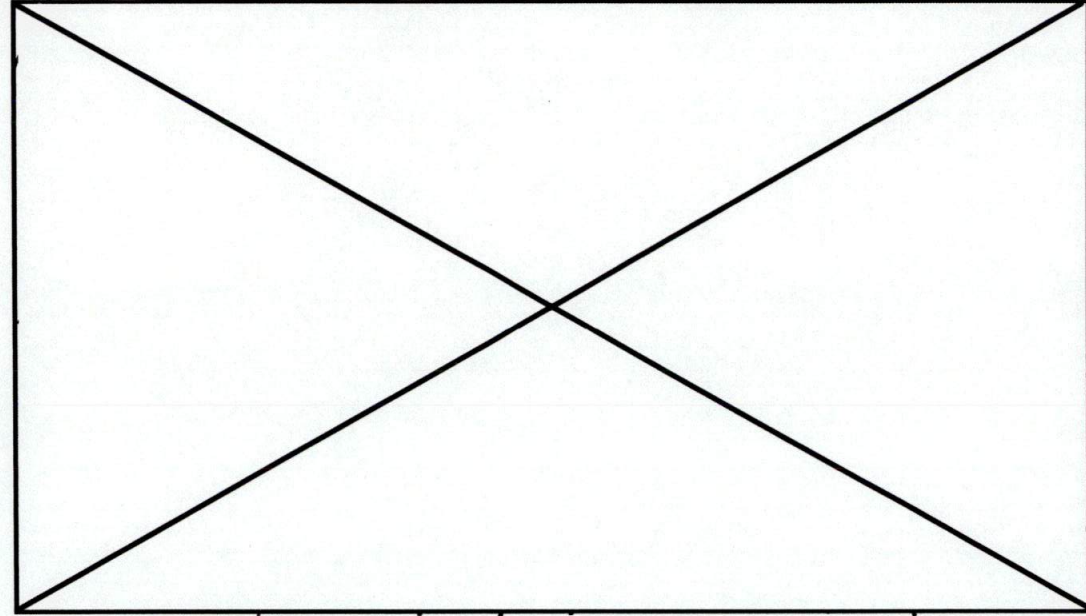
No sc. 86

Page 97

Sc. 85 *CONT* Pnl. C Bg. day night



Sc. Pnl. Bg. day night

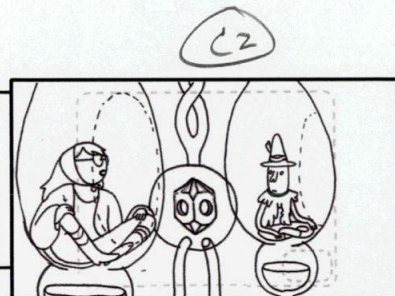
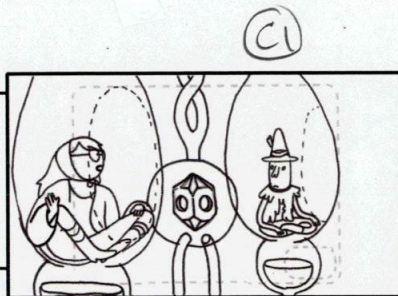


Dialog: Magic Man/ The more skin mist the better.

Betty/ So you're not afraid of what I might see in you?

Action:

Timing:



SEP 18 2014

EPISODE #

Production:

1025-197

1025/197

1025/197



1025/197

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Ho Cut

NO 90 86

# ADVENTURE TIME



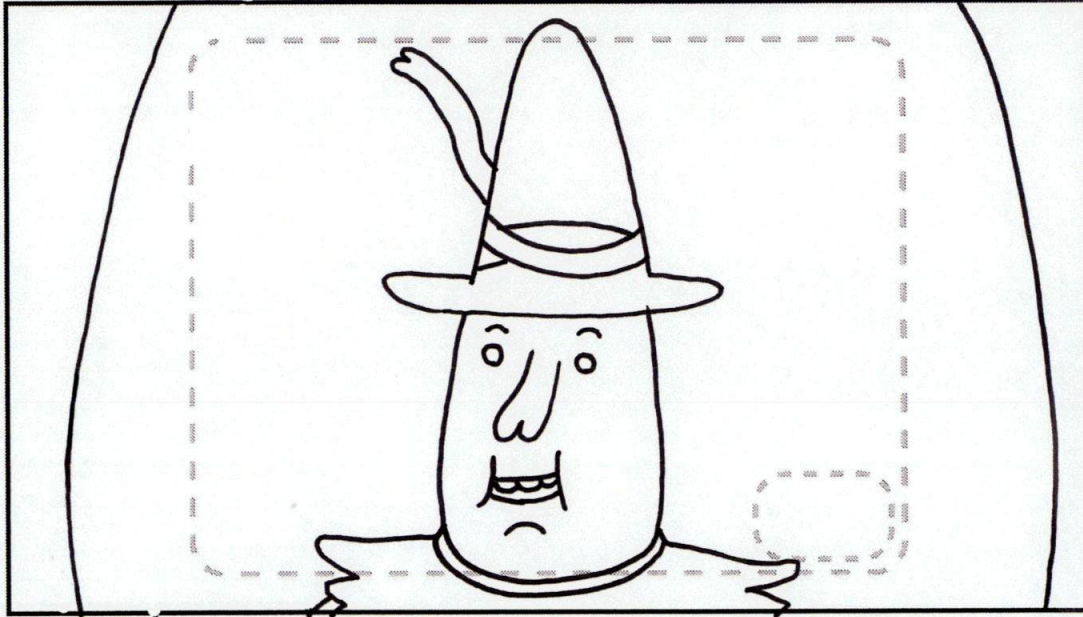
Page 98

Sc. 87

Pnl. A

Bg.

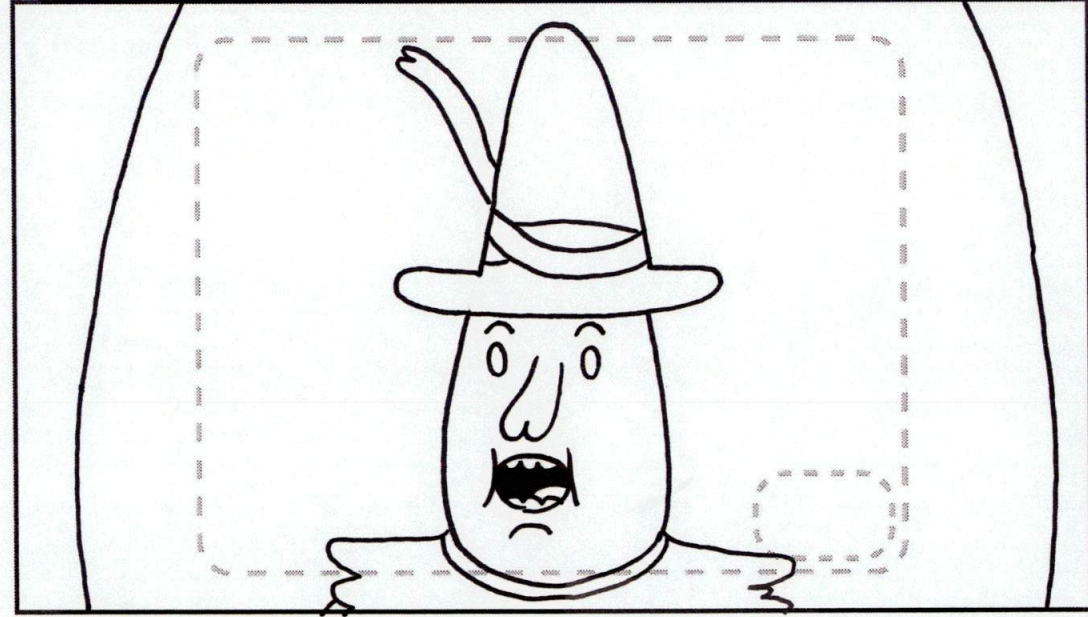
day night



Sc. 87 CONT Pnl. B

Bg.

day night



Dialog:

Magic Man / NO dumb dumb.

MM / You imagined the lock before the key.

Action:

Timing:

SEP 18 2014

EPISODE #

Production:

1025-197

1025/197

1025/197



# ADVENTURE TIME

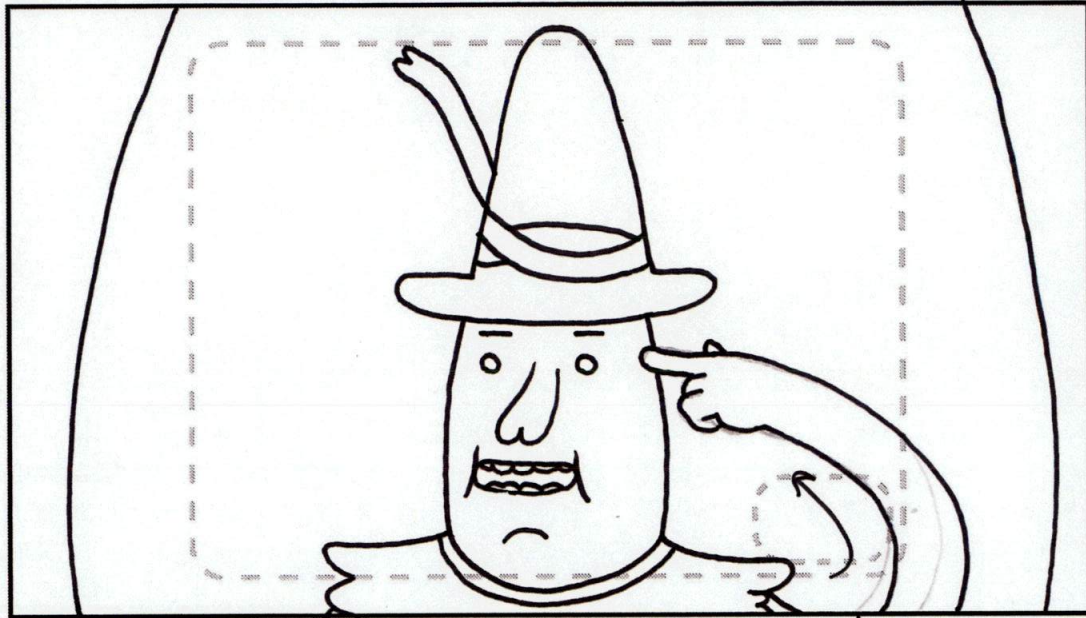


HO  
Cut

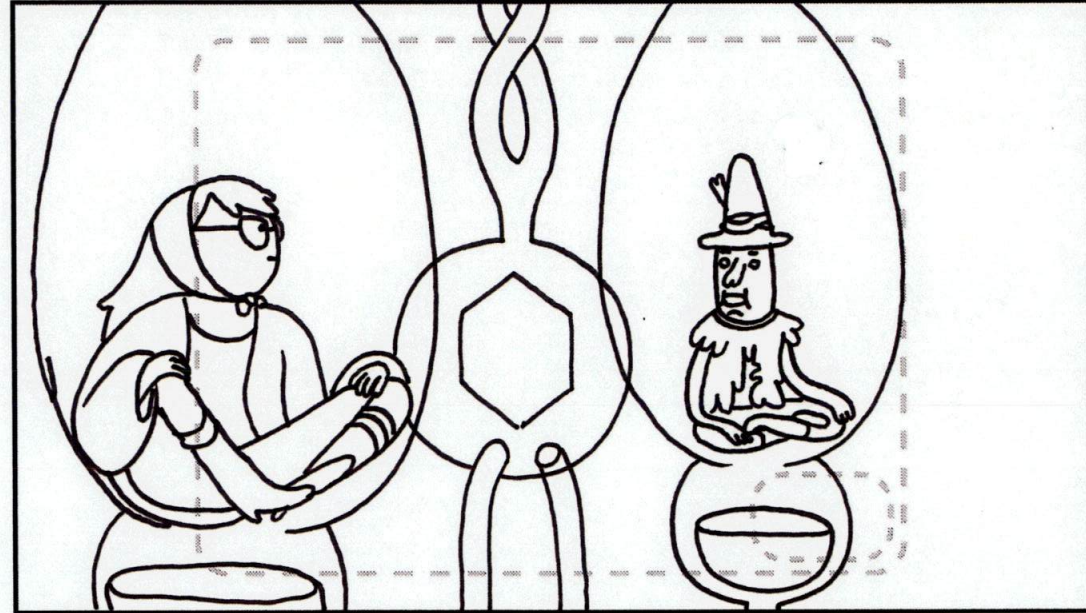
Page 99

Cut

Sc. 87 CONT Pnl. C Bg. day night



Sc. 88 Pnl. A Bg. day night



Dialog: MM | You think THIS is the key but it's a waste basket.

Action:

Timing:



di

MM | FLUMES open!



Al

SEP 18 2014

EPISODE #

1025-197

1025/197

Production:

1025/197

1025/197





# ADVENTURE TIME

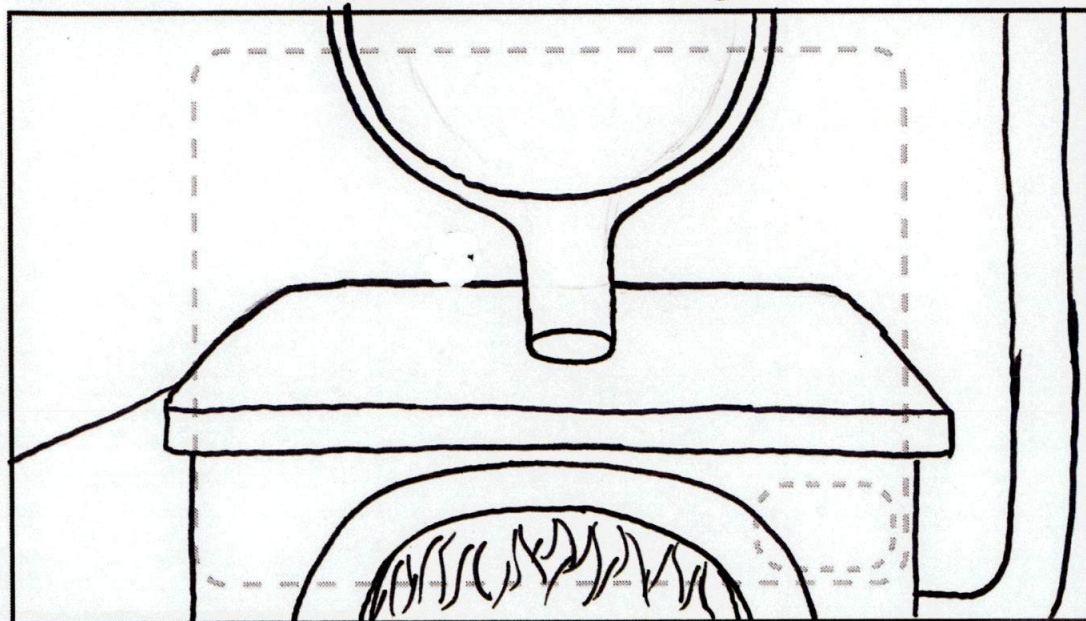
Page 100

Sc. 89

Pnl. A

Bg.

day night

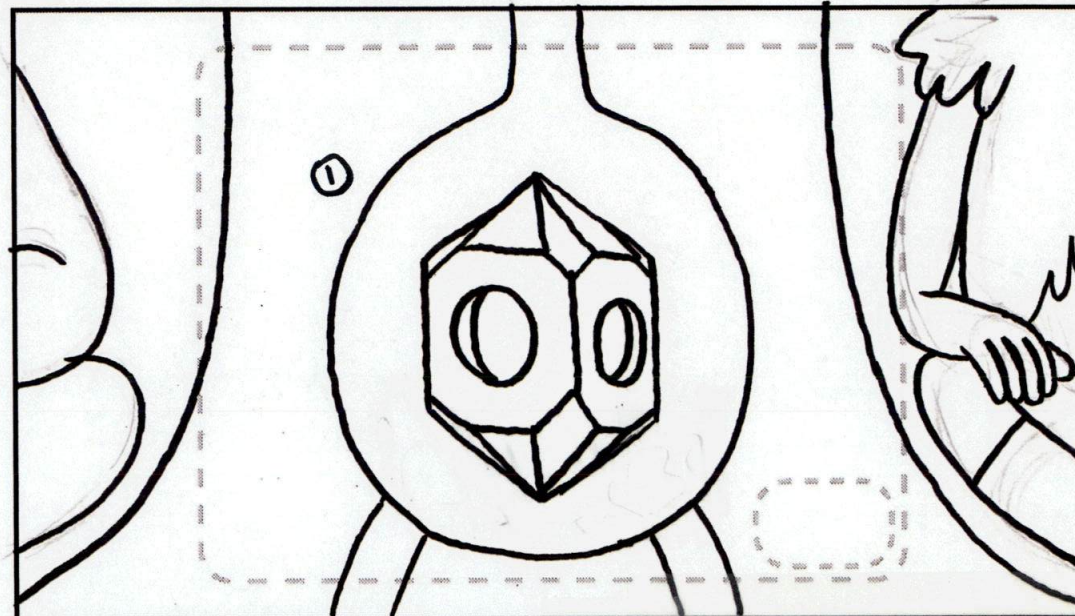


Sc. 90

Pnl. A

Bg.

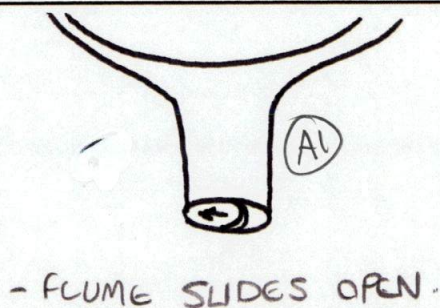
day night



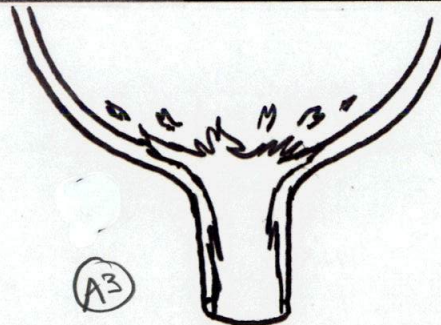
Dialog:

Action:

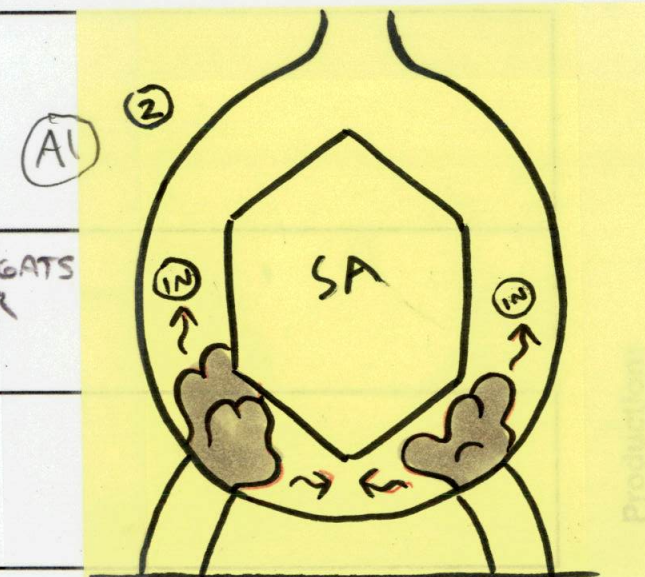
Timing:



- FLAME SLIDES OPEN.



- FLAME HEATS CHAMBER



EPISODE #

1025-197

1025/197

1025/197

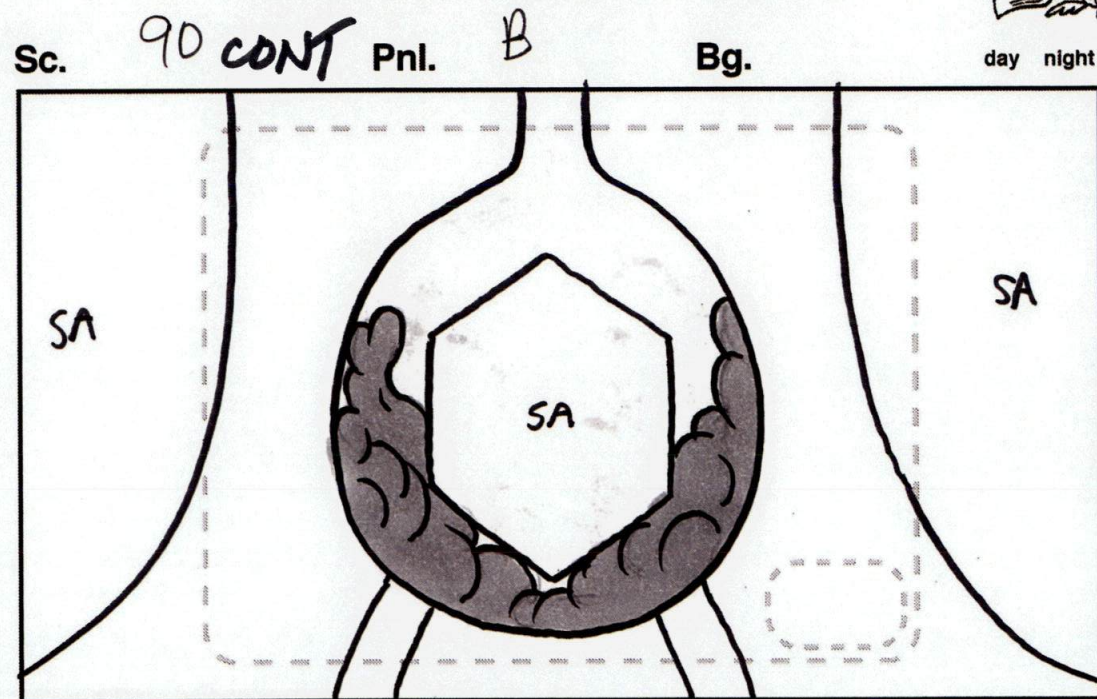
SEP 18 2014



# ADVENTURE TIME



Page 10/



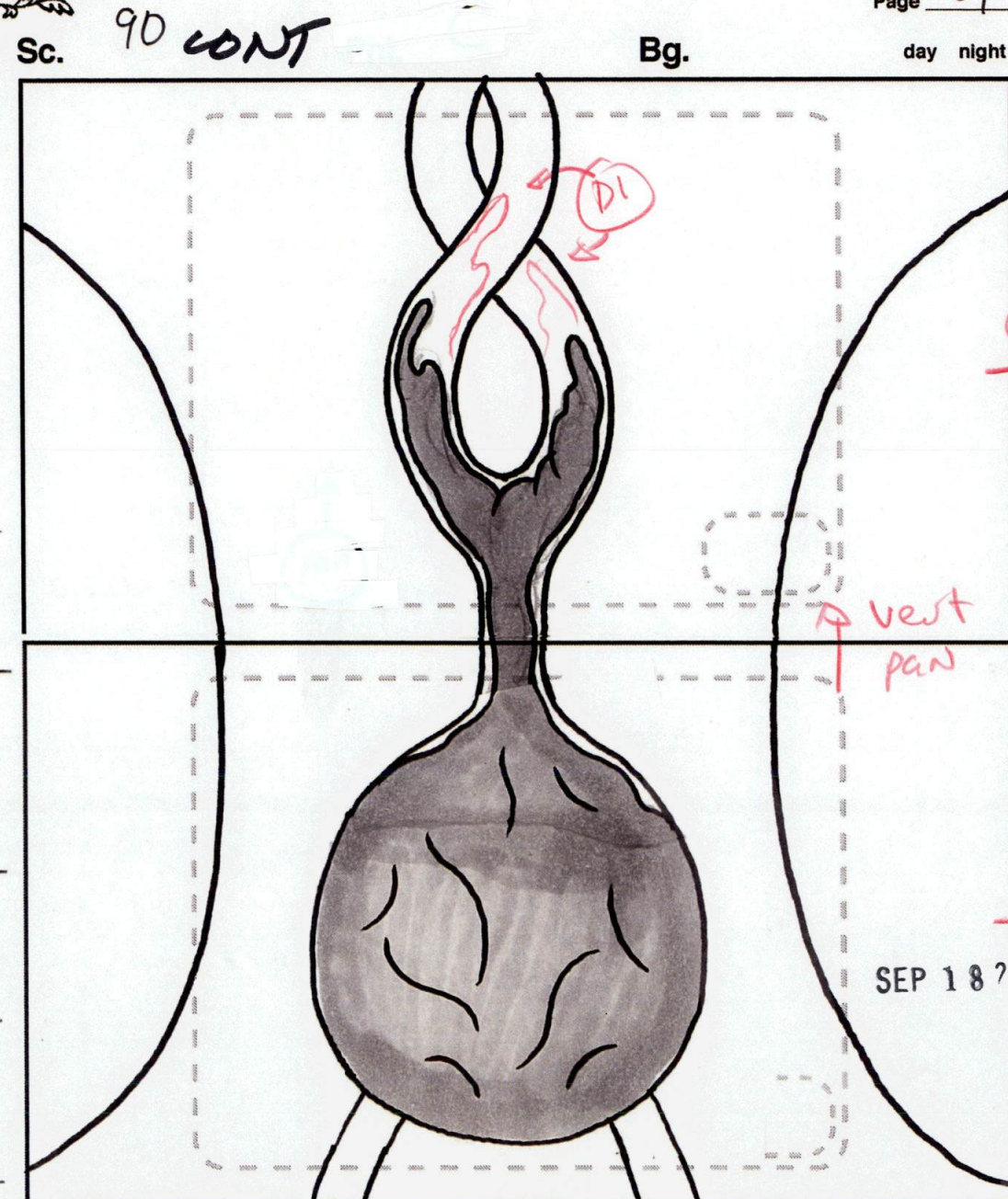
Dialog:

Action:

Timing:

(B1)

- HELMET CHAMBER FILLS W/ SMOKE  
- SMOKE RISES IN TUBE.



SEP 18 2011

cut

EPISODE # 1025-197

Production: (C) start

1025/197

1025/197

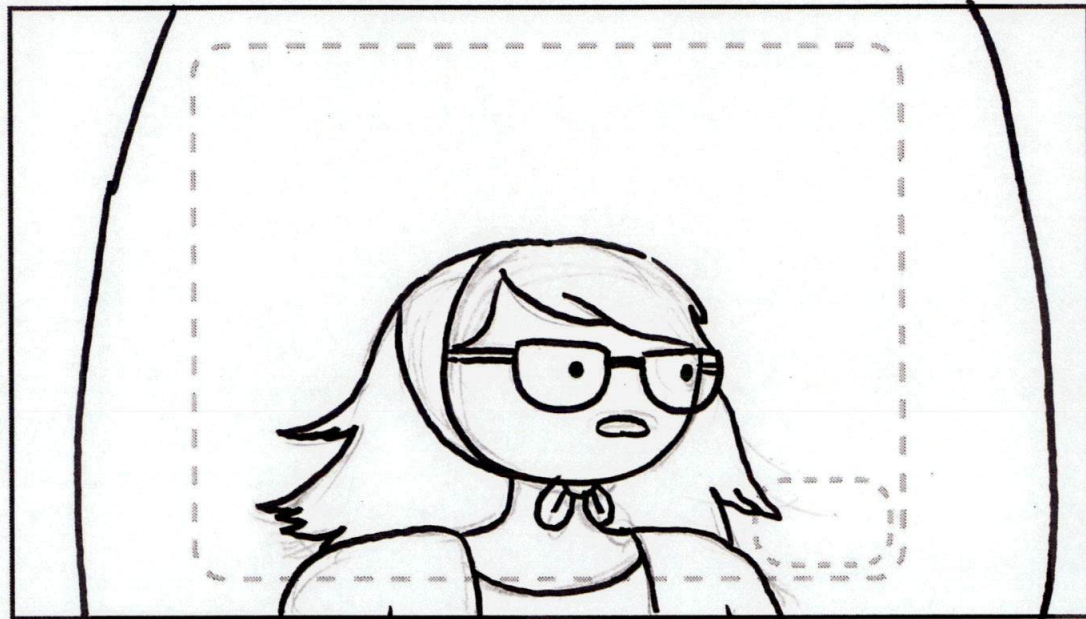


# ADVENTURE TIME

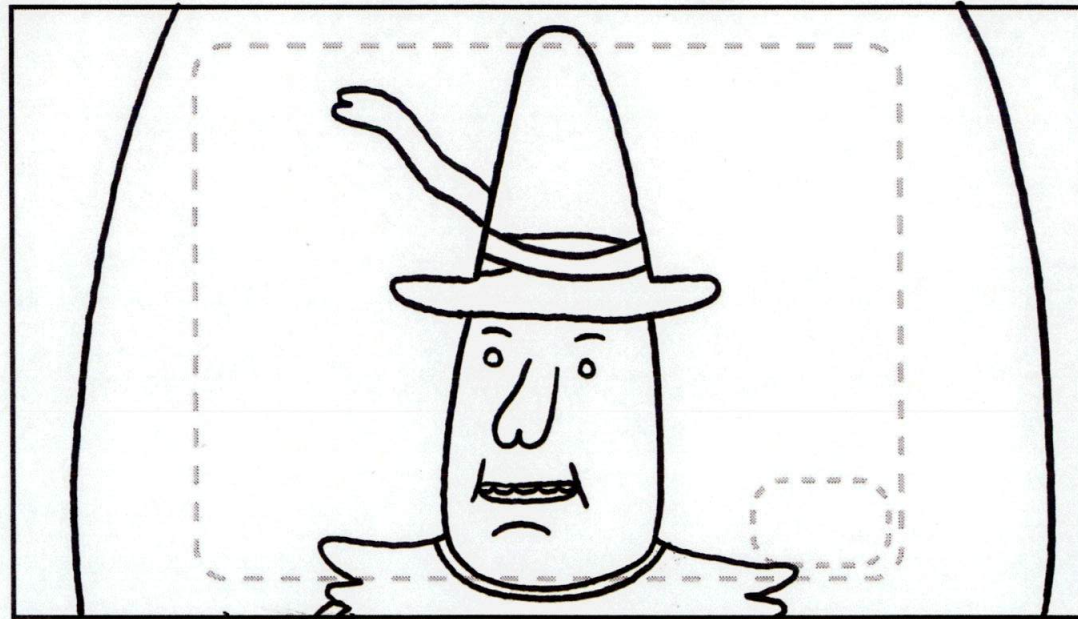


Page 102

Sc. 91 Pnl. A Bg. day night



Sc. 92 Pnl. A Bg. day night

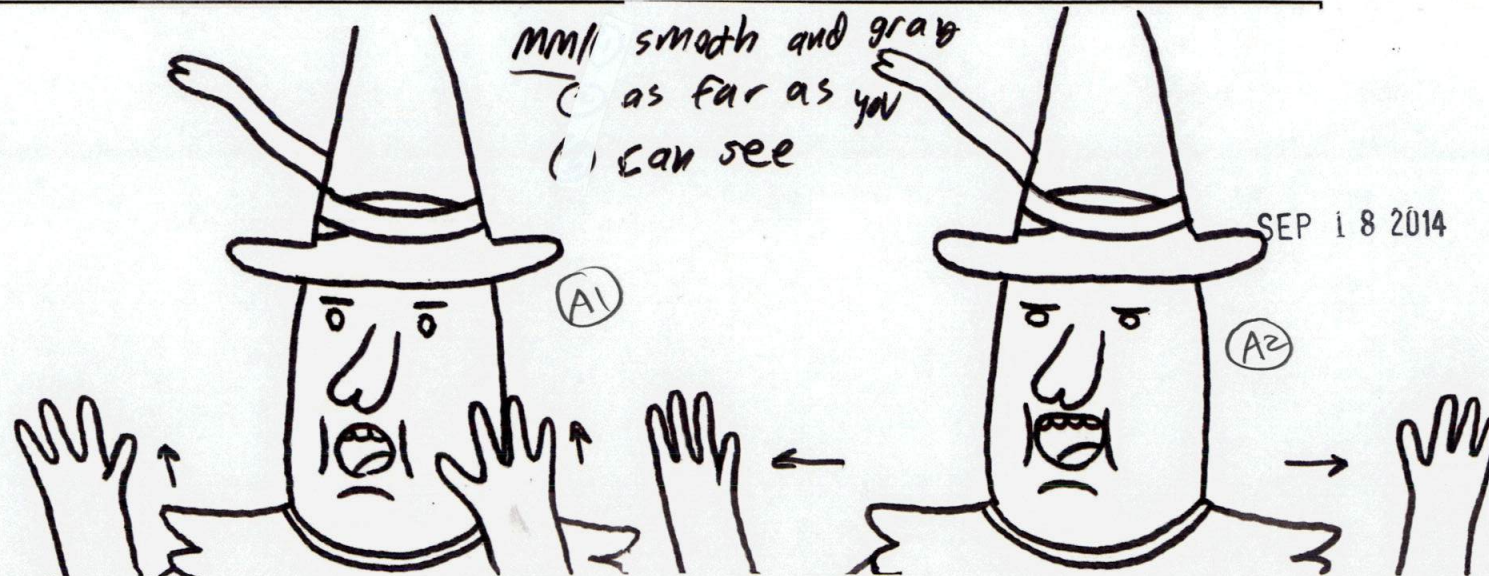


Dialog:

Betty / we'll see.

Action:

Timing:



EPISODE #

1025-197

1025/197

1025/197



# ADVENTURE TIME

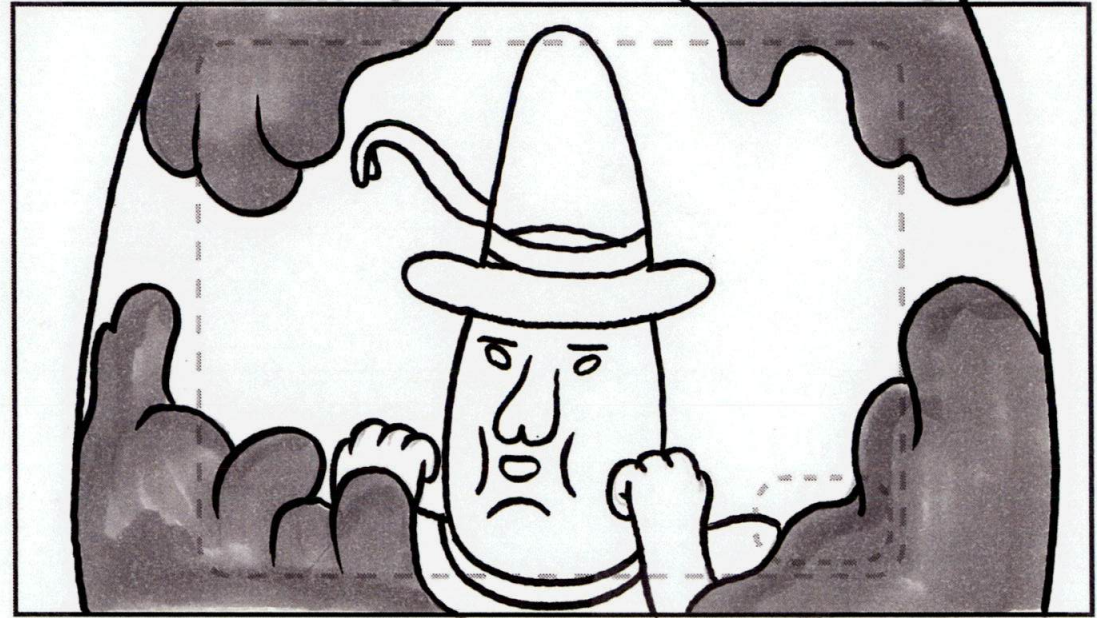


Page 103

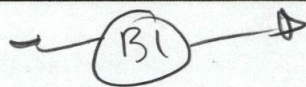
Sc. 92 CONT Pnl. B Bg. day night



Sc. 92 CONT Pnl. C Bg. day night



Dialog: mm/ No life grows in me



mm/ Nothing to weed

SEP 18 2014

Timing:

EPISODE #

1025-197

1025/197

Production:

1025/197

1025/197



# ADVENTURE TIME



Sc. *92 cont* Pnl. *D* Bg. day night



Sc. *92 cont* Pnl. *E* Bg. day night



Dialog: *mm/ Nothing to seed*

*mm/ pure and perfect*

Action:

Timing:

SEP 18 2014

Page *104*

*Cut*

1025-197

EPISODE #

1025/197

Production:

1025/197

1025/197



# ADVENTURE TIME



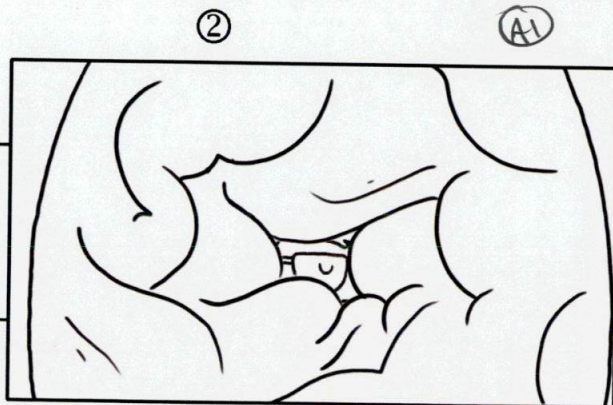
Sc. 93 Pnl. A Bg. day night



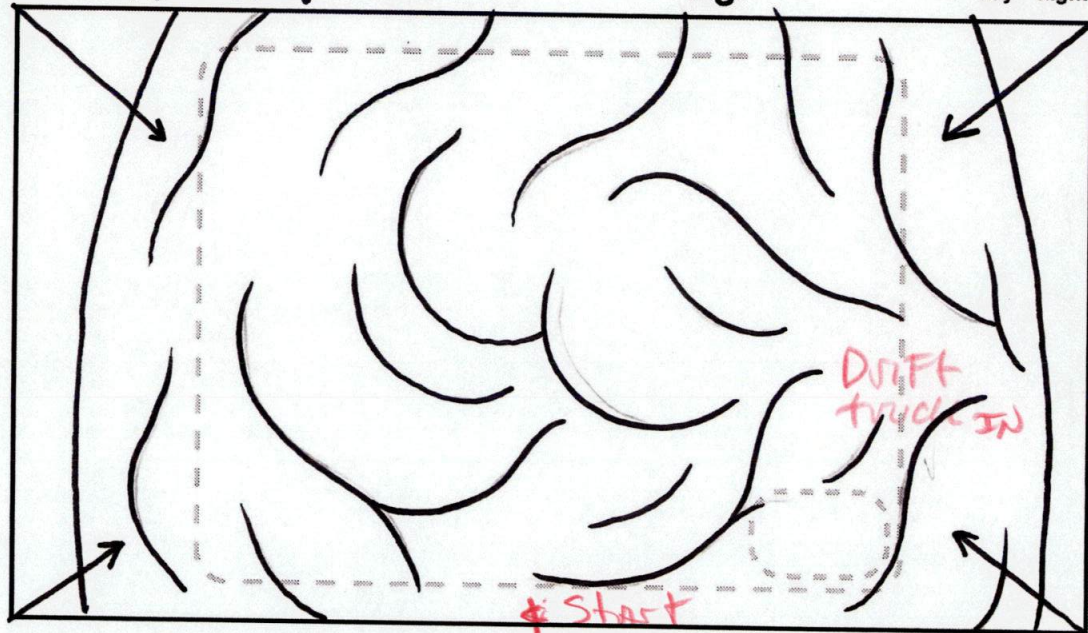
Dialog: MM(OS) / Like the marble floors of a bank

Action:

Timing:



Sc. 93 cont Pnl. B Bg. day night



MM(OS) / You slide with no obstacles... Forever blank

truck in cross+disolve w/ next shot

SEP 8 2014

EPISODE #

1025-197

Production:

1025/197

1025/197

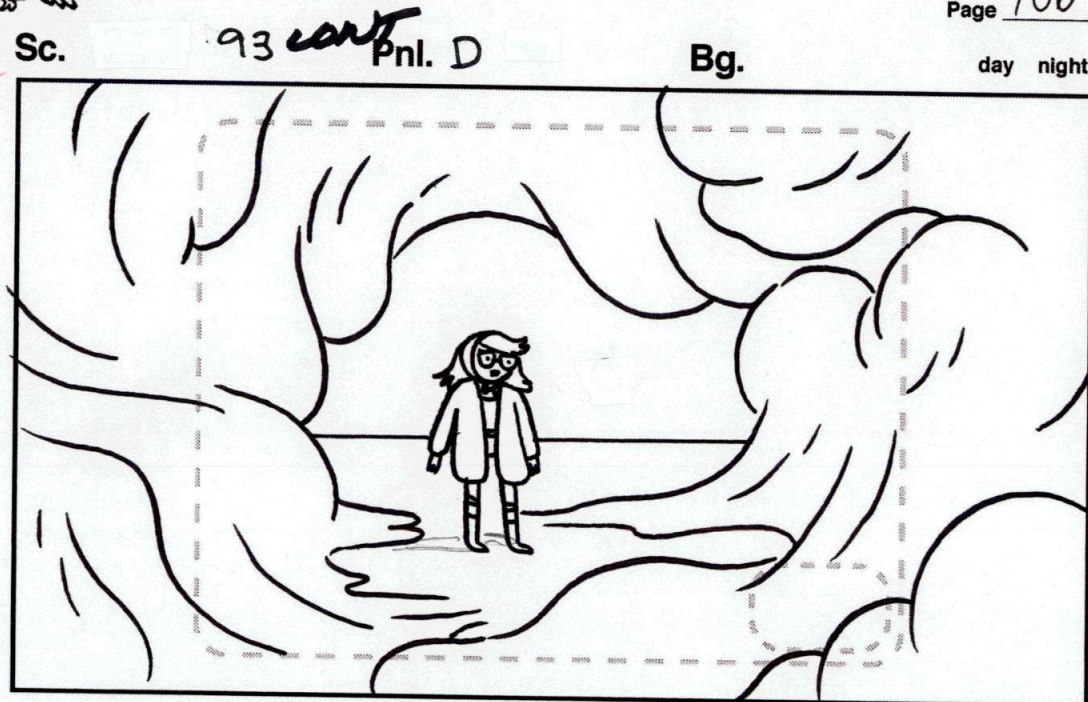
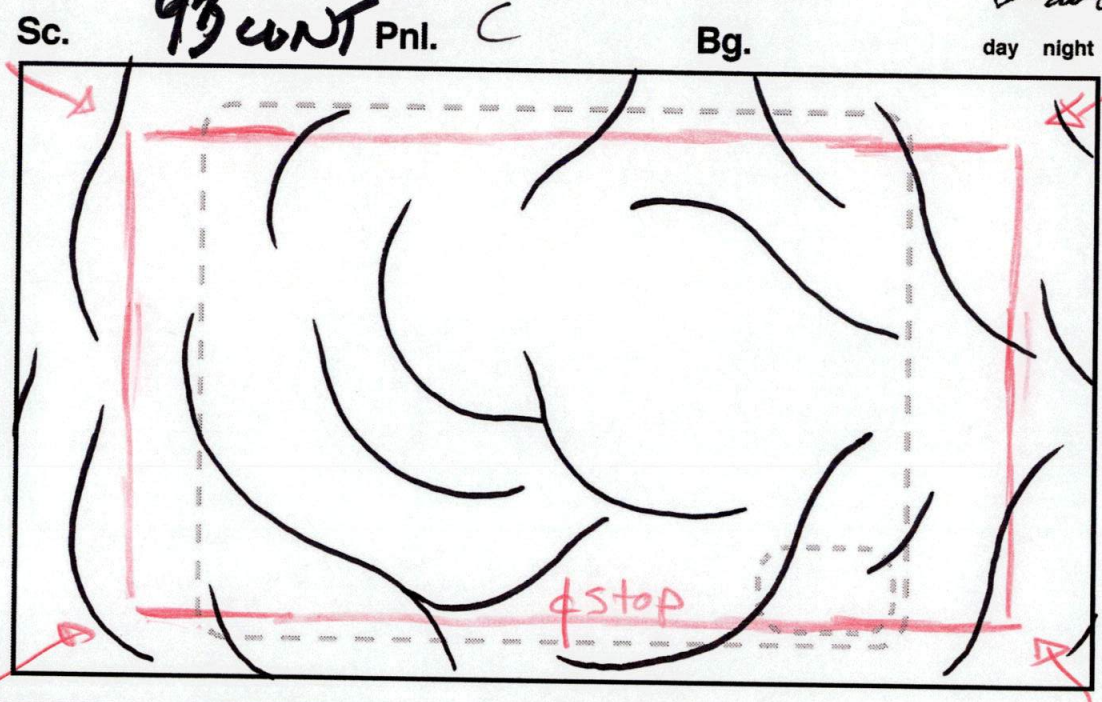


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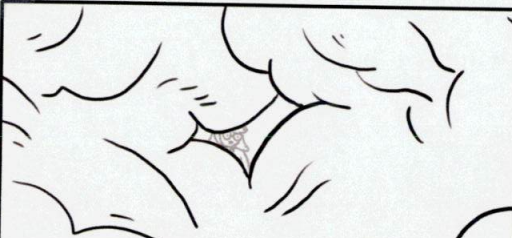


Page 106



Dialog: Cont Drift truck in

Action: D2 D1 -SMOKE STARTS CLEARING

Timing:  

SEP 18 2014

1025-197

EPISODE #

1025/197

Production:

1025/197



1025/197

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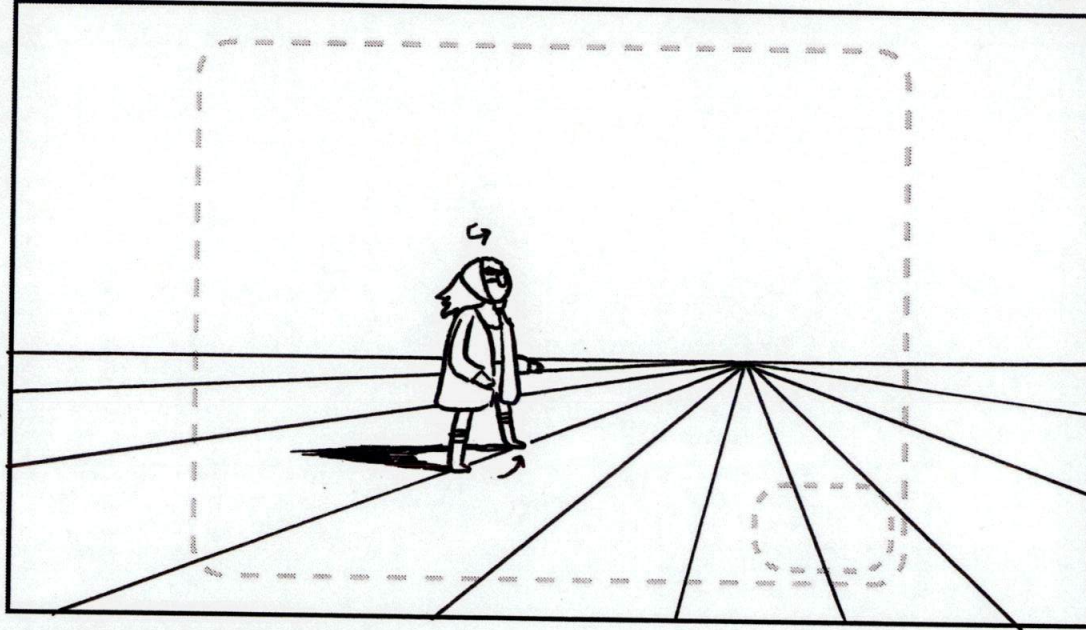
Handwritten: *HW*

No sc. 94

Sc. 93 *cont* Pnl. E

Bg.

day night

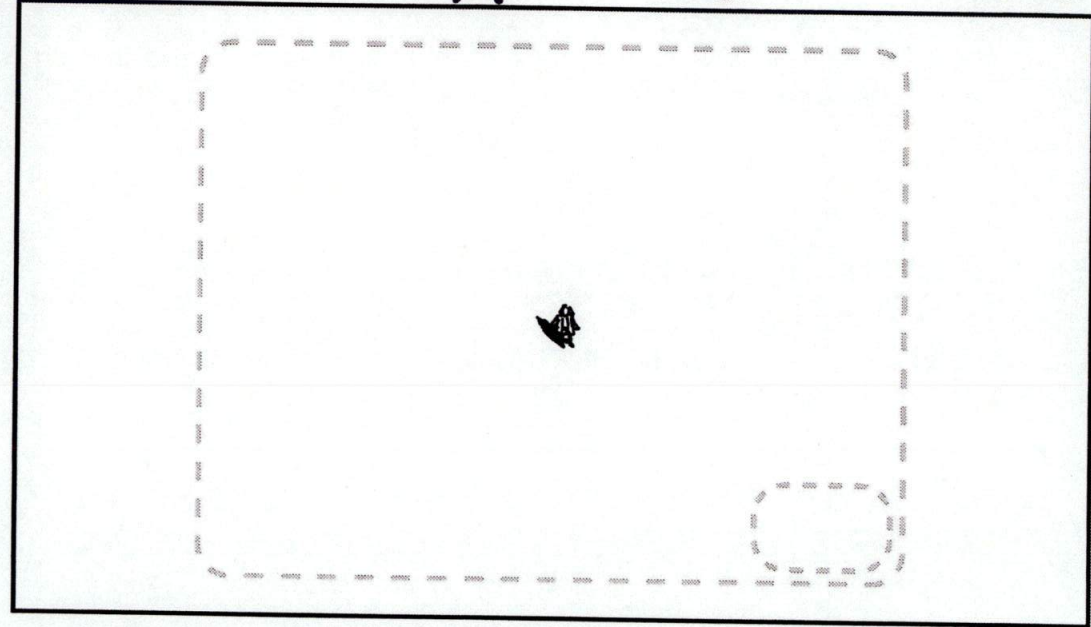


Sc. *95*

Pnl. *A*

Bg.

day night



Dialog: *Betty / Woah.*

*Betty / It really IS like he said...*

Action: *- BETTY STANDS ON A SMOOTH, GRAY PLAIN.*

Timing:

SEP 18 2014

EPISODE #

1025-197

1025/197

Production:

1025/197



# ADVENTURE TIME



Sc. **95 CONT** Pnl. **B**

Bg.

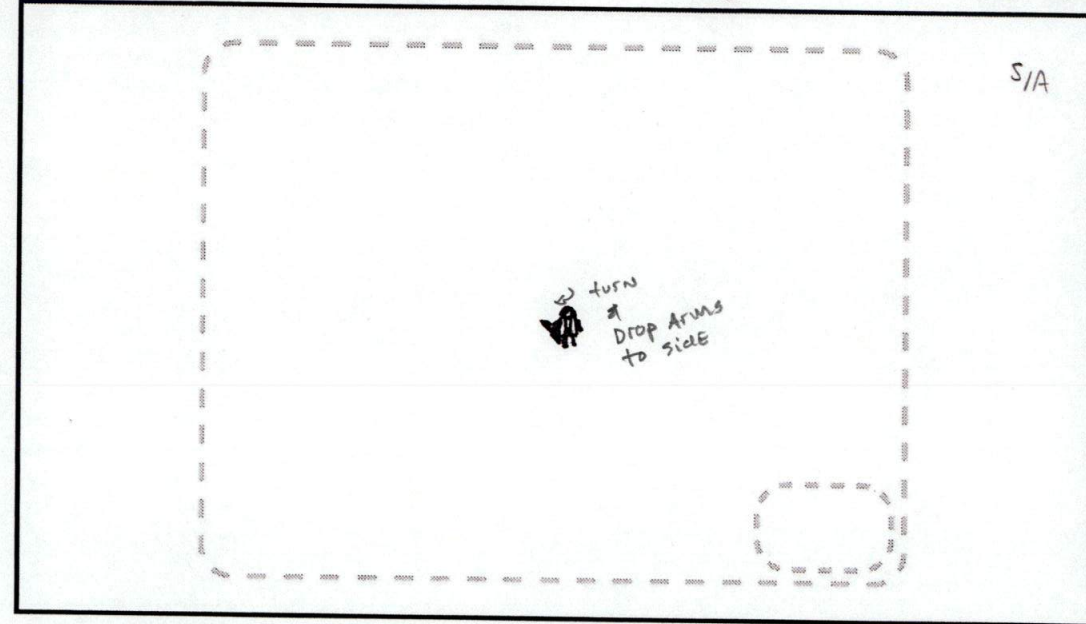
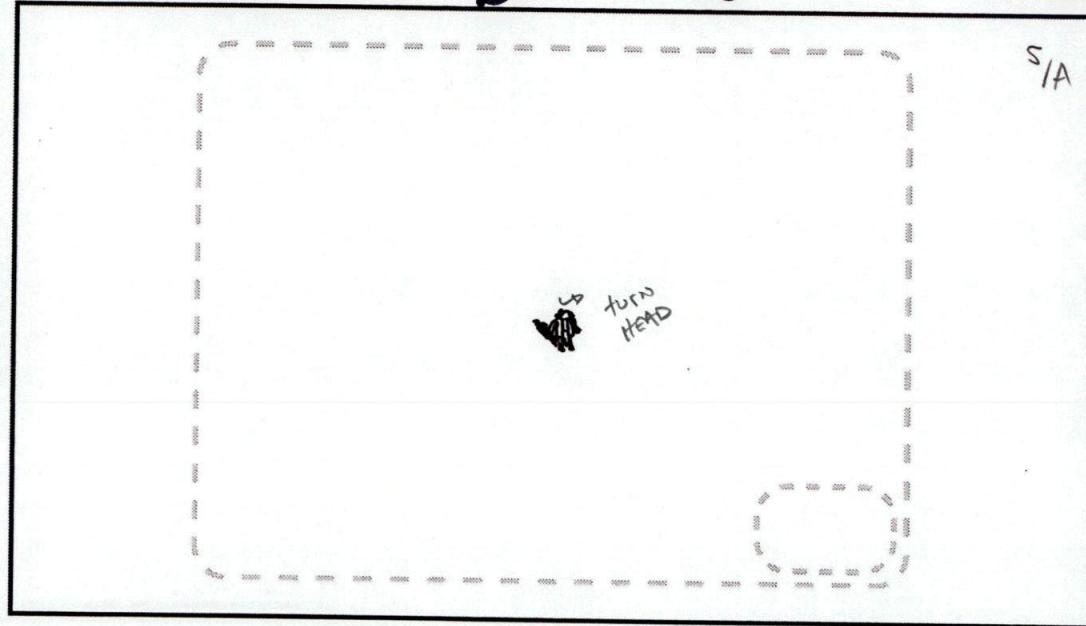
day night

Sc. **95 CONT** Pnl. **C**

Bg.

Page **108**  
day night

*He cut*



Dialog:

*(beat)*

Betty / sort of cool though.

Action:

Timing:

SEP 18 2014

EPISODE #

1025-197

Production:

1025/197

1025/197

1025/197



Hu  
Cut

# ADVENTURE TIME



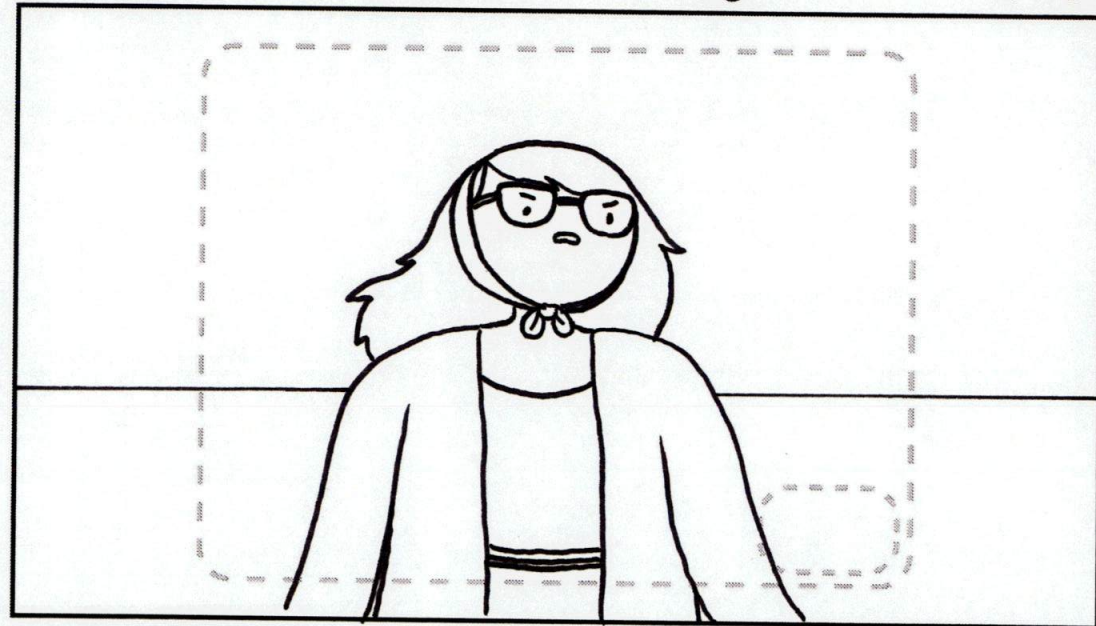
Hu  
Cut

Sc. 96

Pnl. A

Bg.

day night

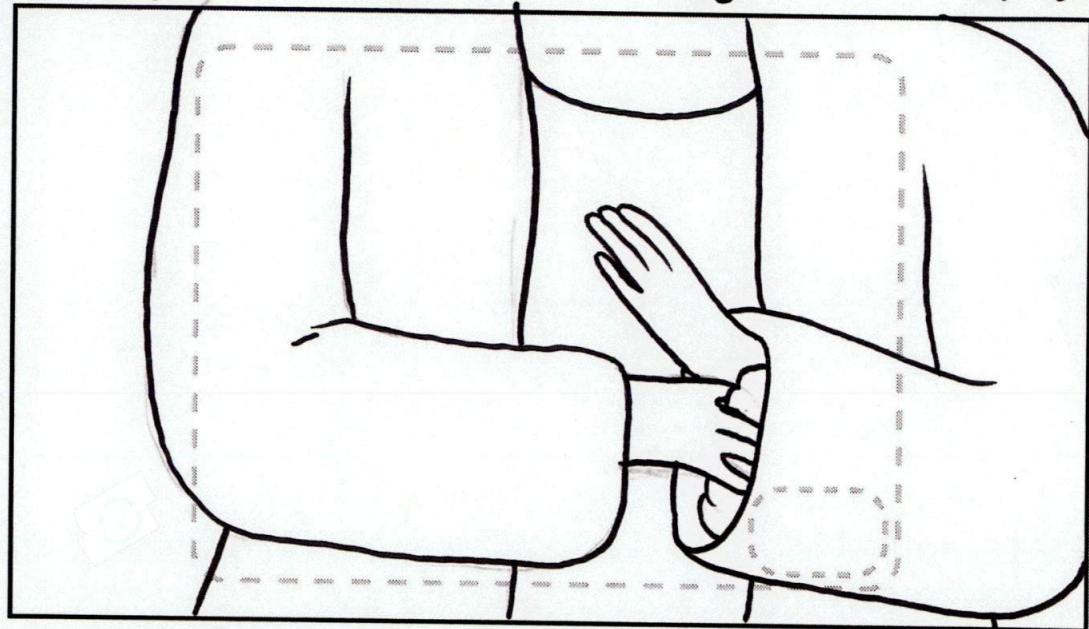


Sc. 97

Pnl. A

Bg.

day night



Dialog:

Action:

- BETTY  
REACHES  
INTO  
SLEEVE.

(A2)



Betty / woah  
Margles...

- PHOTO HAS  
BECOME  
A MARGLES  
MASK



SEP 18 2014

EPISODE #

1025-197

1025/197

Production:

1025/197

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Ho Cut

# ADVENTURE TIME



Sc. 98

Pnl. A

Bg.

day night

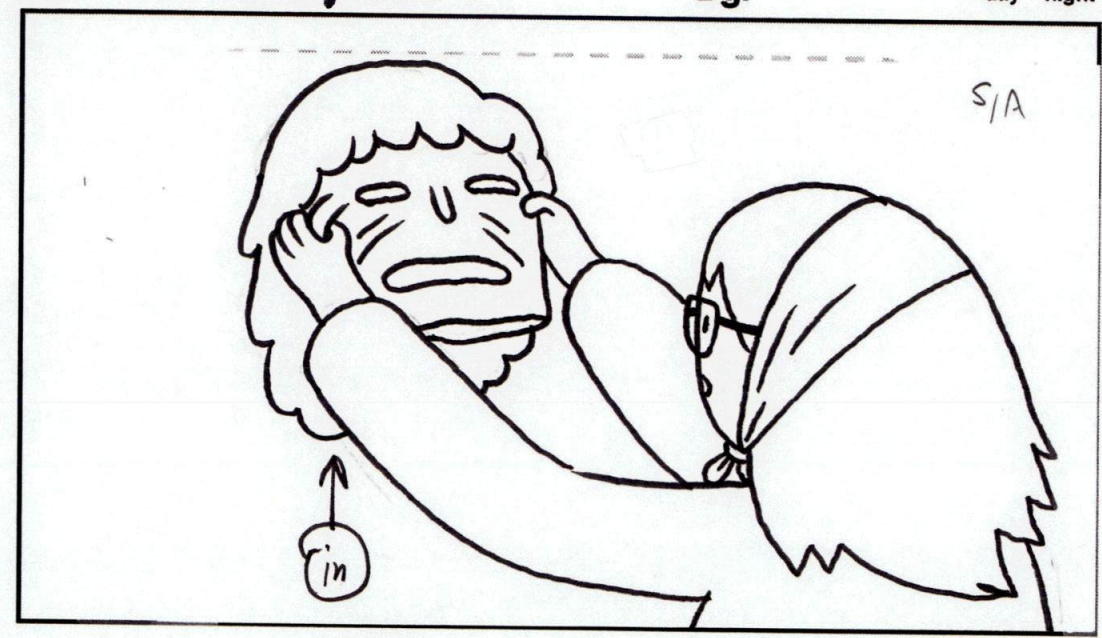


Sc. 98 CONT

Pnl. B

Bg.

day night



Dialog:

Betty / The —————→ key ...

Action:

- BETTY HOLDS UP MASK. (BI)

Timing:

SEP 18 2014



EPISODE #

1025-197

1025/197

Production:

1025/197



# ADVENTURE TIME



Sc. 98 *cont* Pnl. C

Bg.

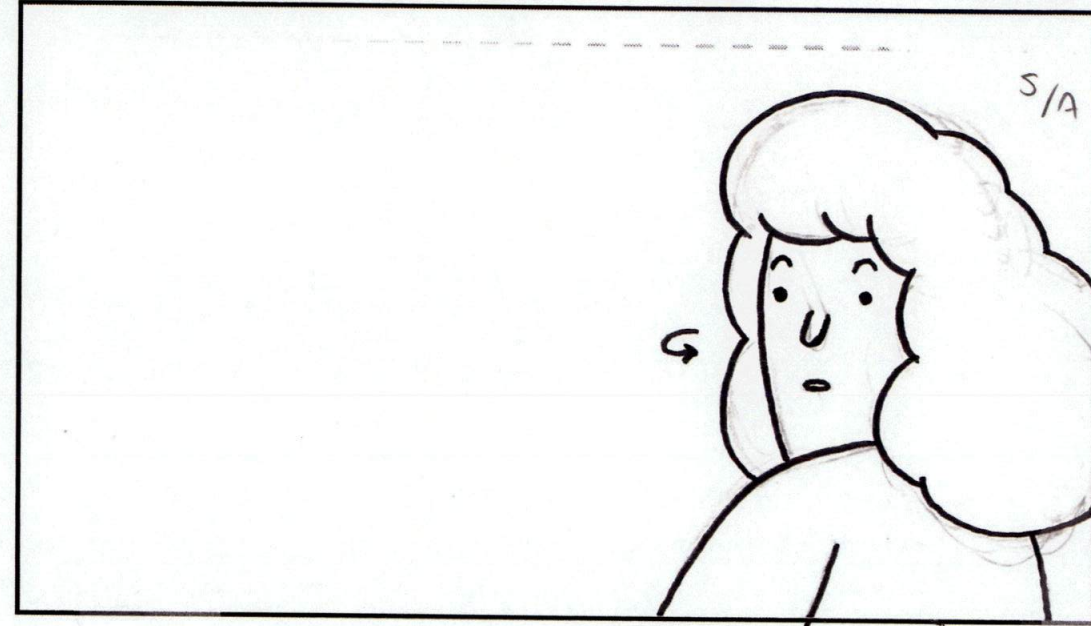
day night



Sc. 98 *cont* Pnl. D

Bg.

Page 111  
day night



Dialog:

Action:

Timing:



SEP 18 2014

EPISODE #

Production:

1025-197

1025/197

1025/197

*Hu*  
*Cont*



1025/197

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How cut

# ADVENTURE TIME



Page 112

Sc. 99 Pnl. A Bg. day night

Sc. Pnl. Bg. day night

Dialog:	Margles / woah ↑ (new voice)
Action:	SEP 18 2014
Timing:	

EPISODE #

Production:

1025/197 1025-197

1025/197





# ADVENTURE TIME

Sc. 99 *CONT* Pnl. B

Bg.

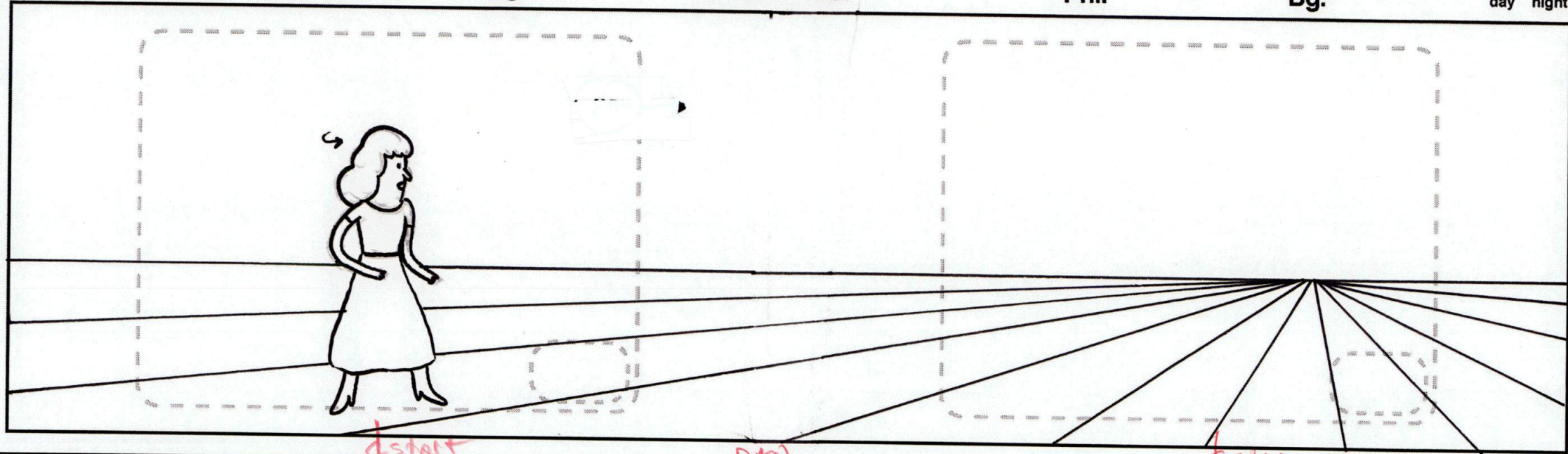
day night

Sc.

Pnl.

Bg.

Page 113  
day night



Dialog:

SFX: \*VMMM\*

Action:

- BETTY HEARS SOUND AND TURNS  
- PAN RIGHT.

Timing:

SEP 18 2014

EPISODE #

1025-197

1025/197

Production:

1025/197



# ADVENTURE TIME

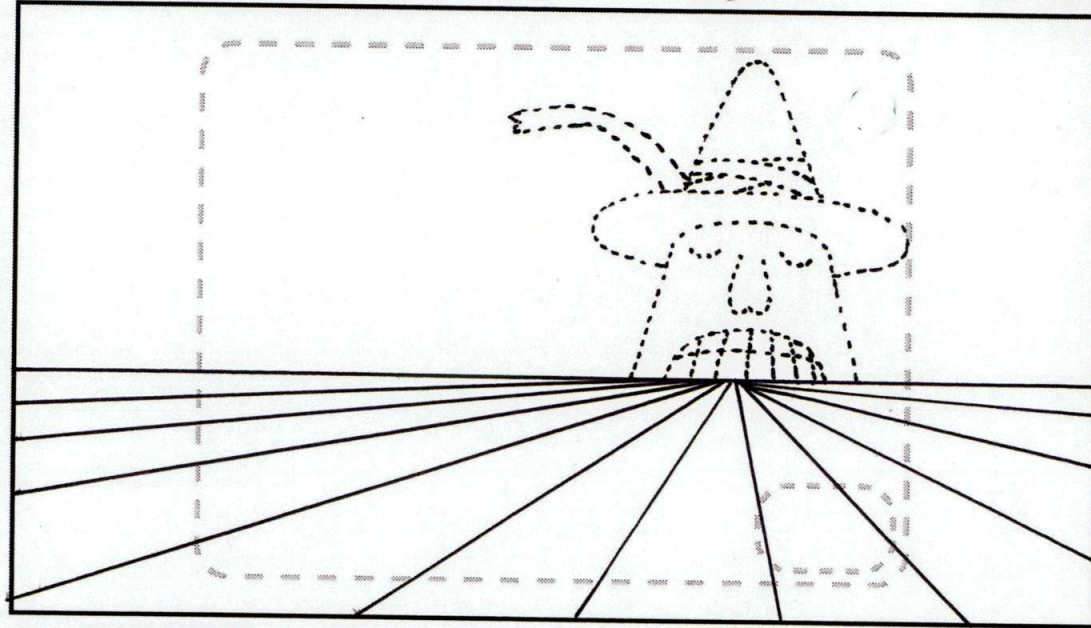


*Cut*

Sc. 99 *CONT* Pnl. C

Bg.

day night

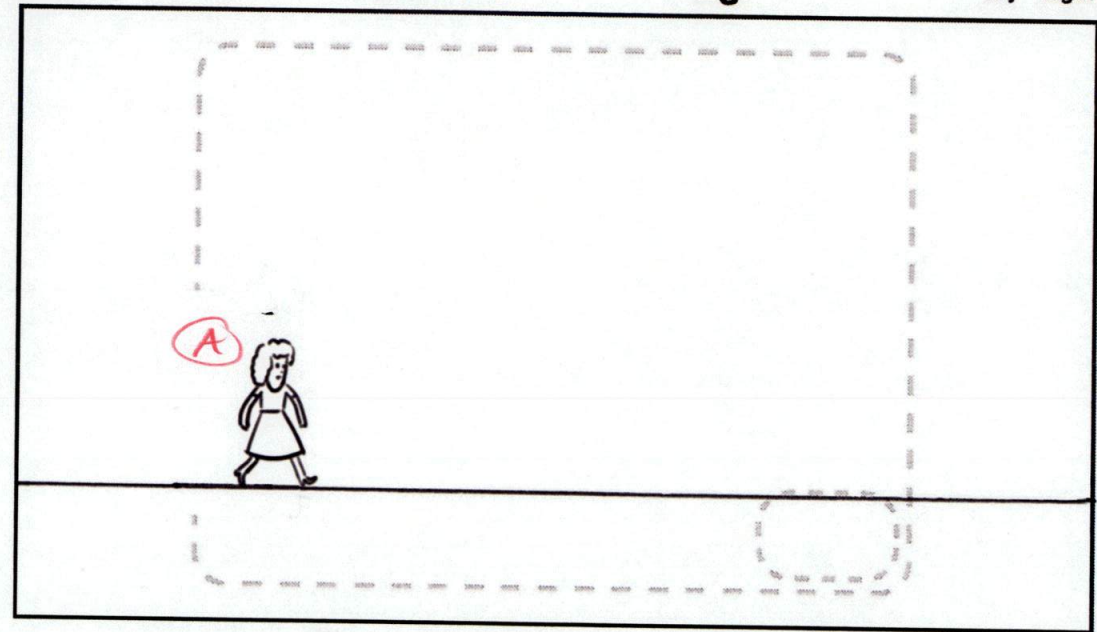


Sc. 100

Pnl. A

Bg.

Page 114  
day night



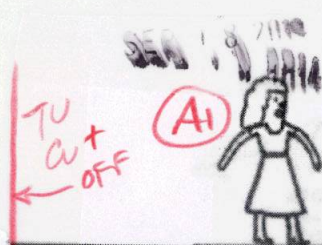
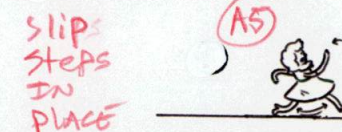
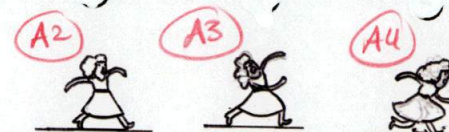
Dialog: *Betty / Ah-ha!*

Action: *stone head of Magic Man appears in distance*

Timing:



*Betty / Bingo! woah woah woah woah!*



EPISODE #

1025-197

1025/197

1025/197

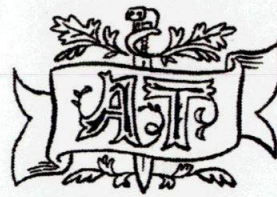
1025/197



1025/197

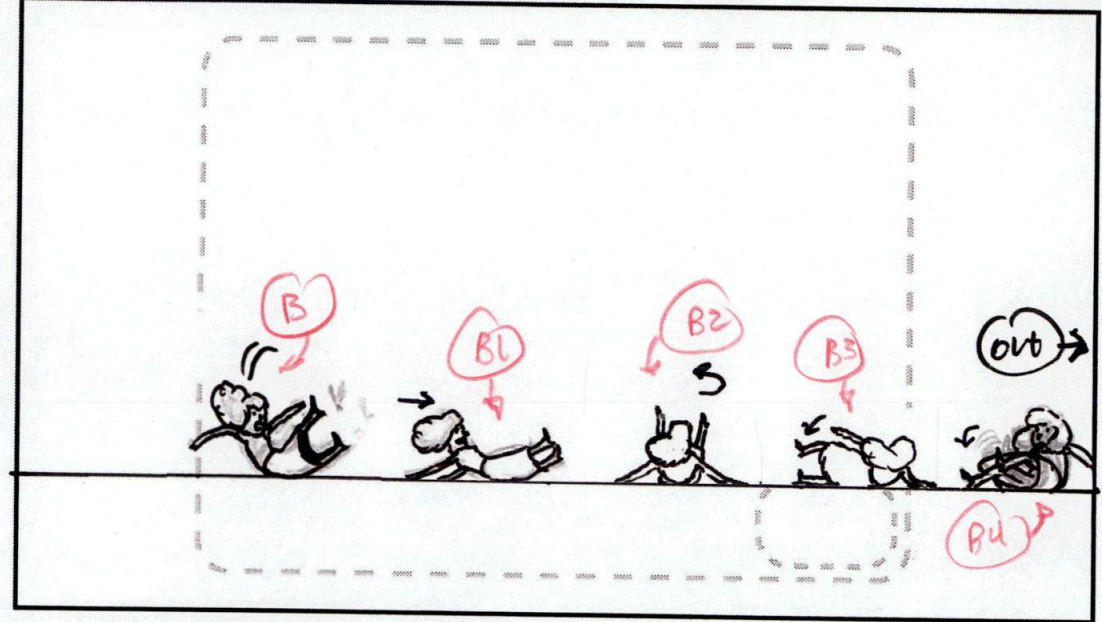
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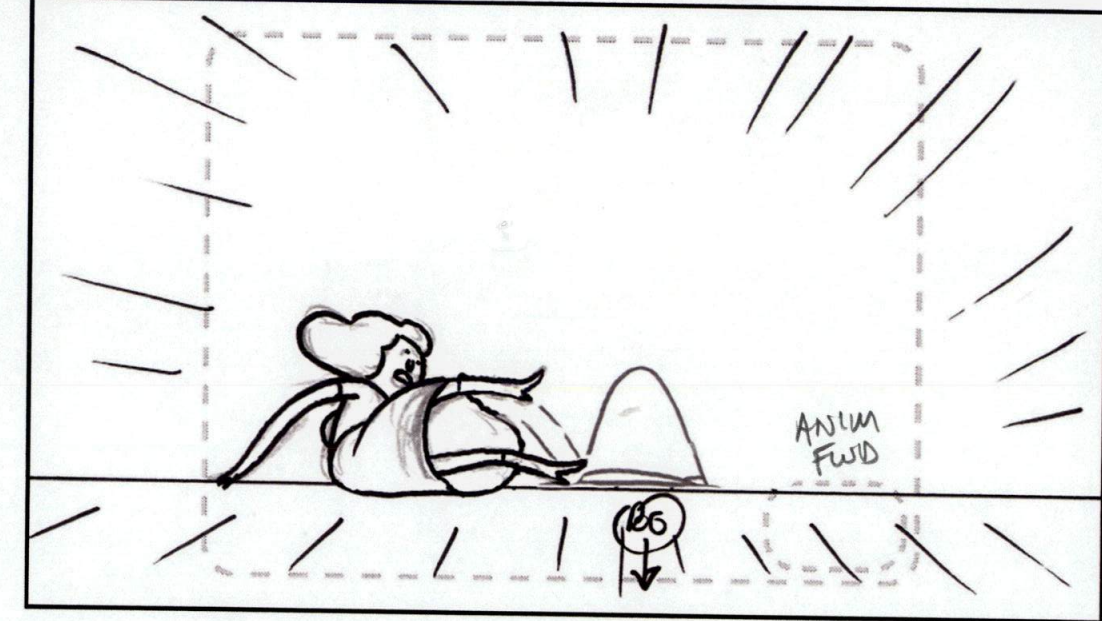
Sc. 100 CONT Pnl. B Bg.

day night



Sc. 101 Pnl. A Bg.

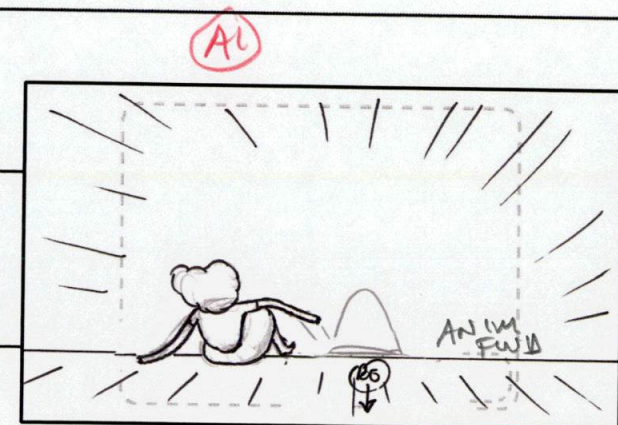
Page 115  
day night 115A NEXT



Dialog: Betty / :00mph :

Action: - BETTY FALLS AND SLIDES OFF/S

Timing:



SEP 18 2014

1025/197

EPISODE #

Production:

1025-197

1025/197



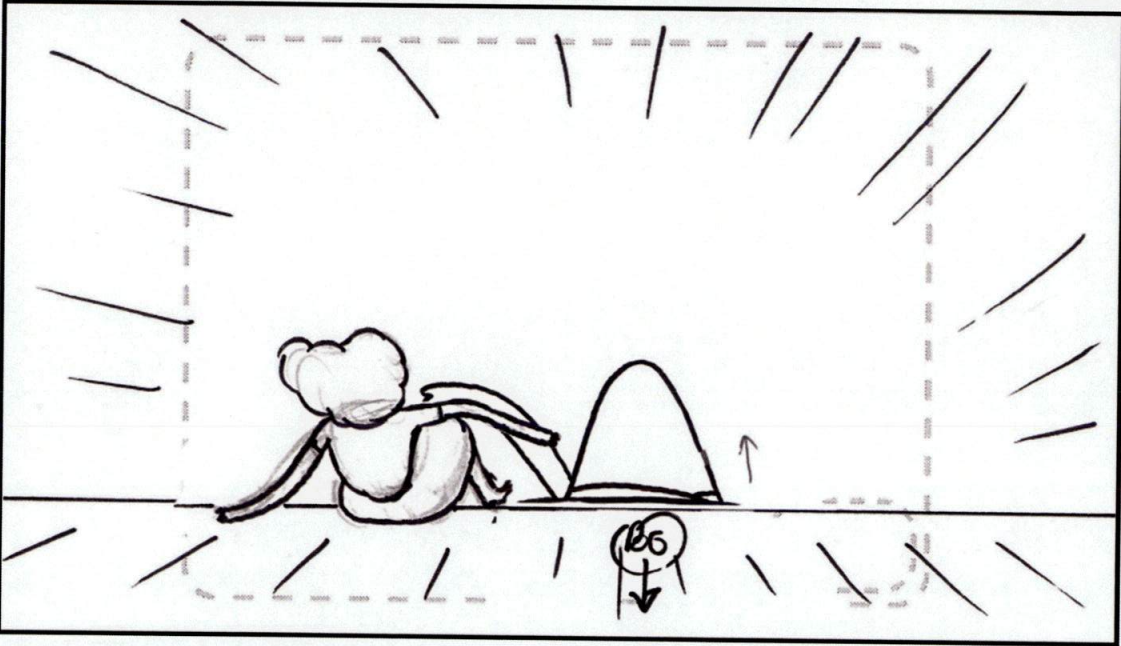
ADVENTURE TIME



Sc. 101 *CONT* Pnl. B

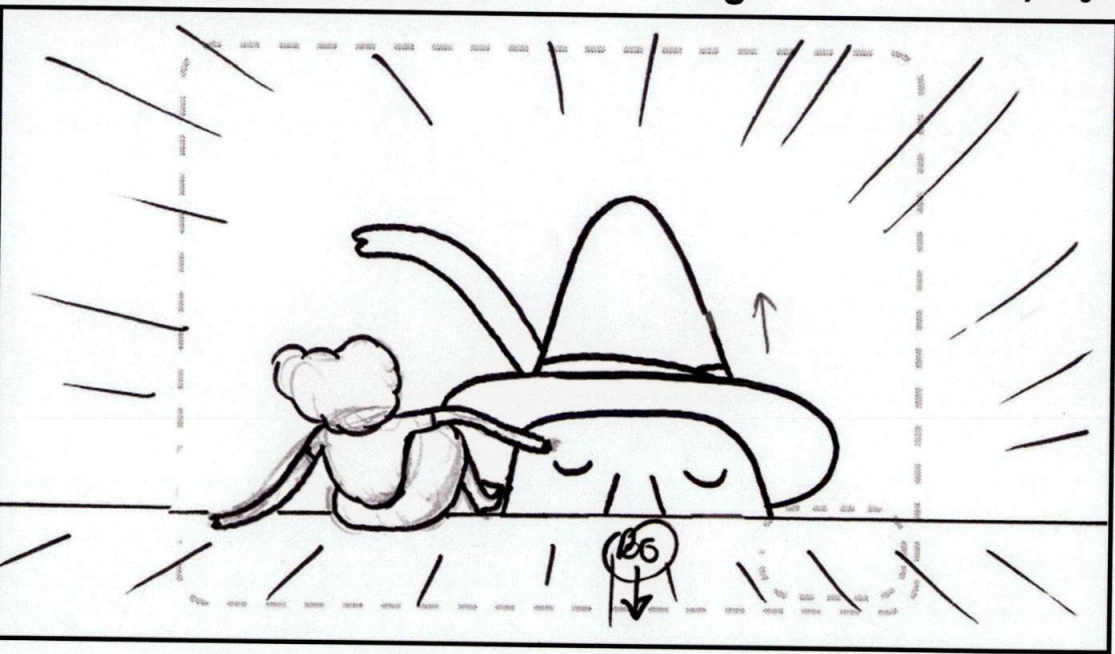
Bg.

day night



Sc. 101 *CONT* Pnl. C

Bg.



Page 115A  
*116 NEXT*  
day night

Dialog:
Action:
Timing:

SEP 18 2014

EPISODE #

Production:

1025/197

1025/197

1025/197



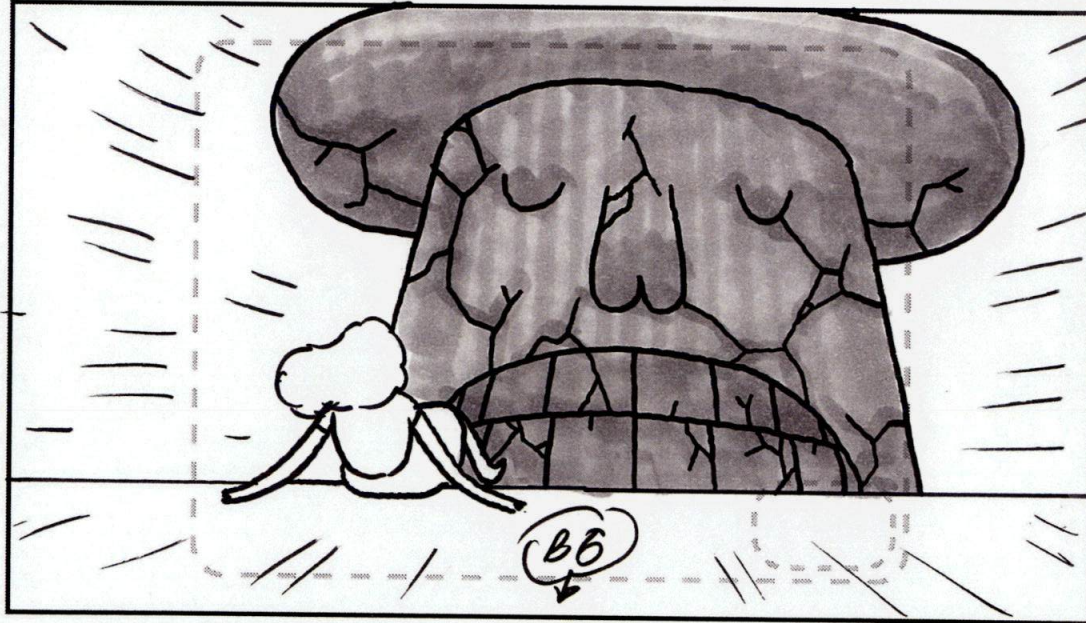
# ADVENTURE TIME



Sc. 101 *CONT* Pnl. D

Bg.

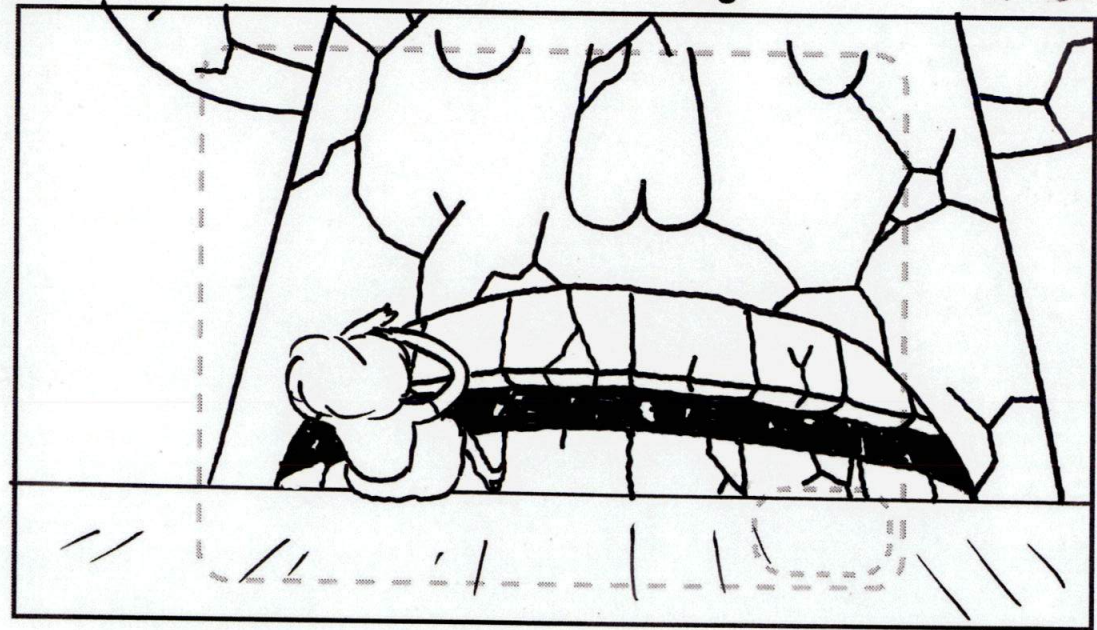
day night



Sc. 101 *CONT* Pnl. E

Bg.

day night



Dialog:

Action:

- BETTY SLIDES TOWARDS MM FACE.

- MM. MOUTH OPENS.

Timing:

SEP 18 2014

EPISODE #

Production:

1025-197

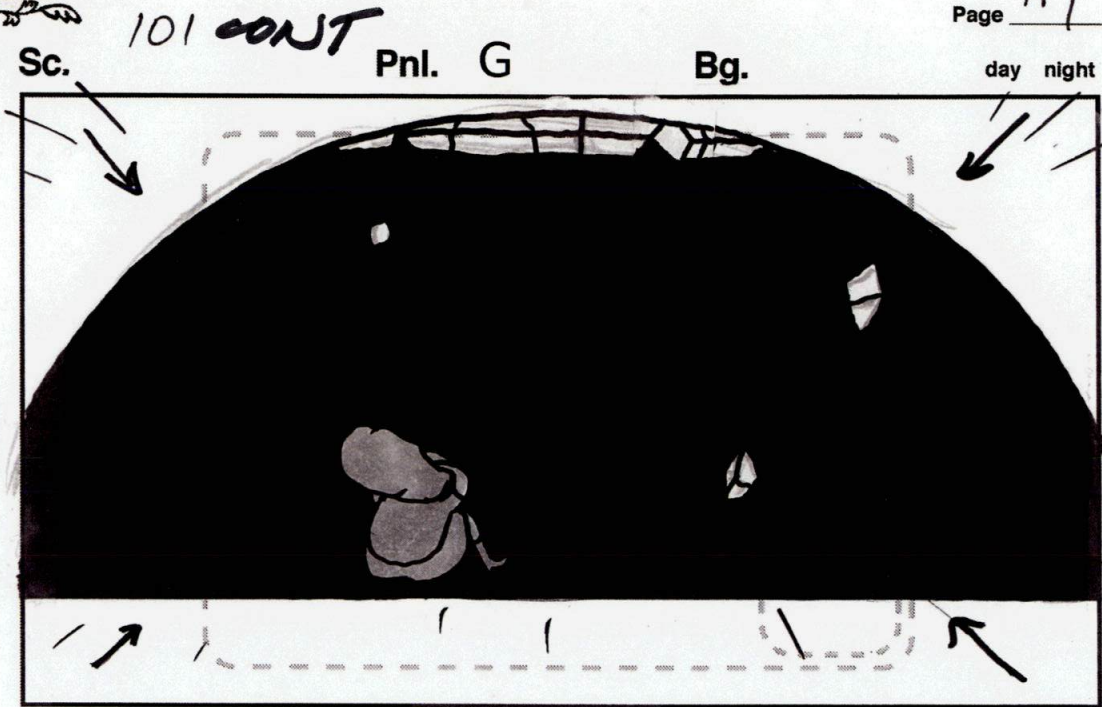
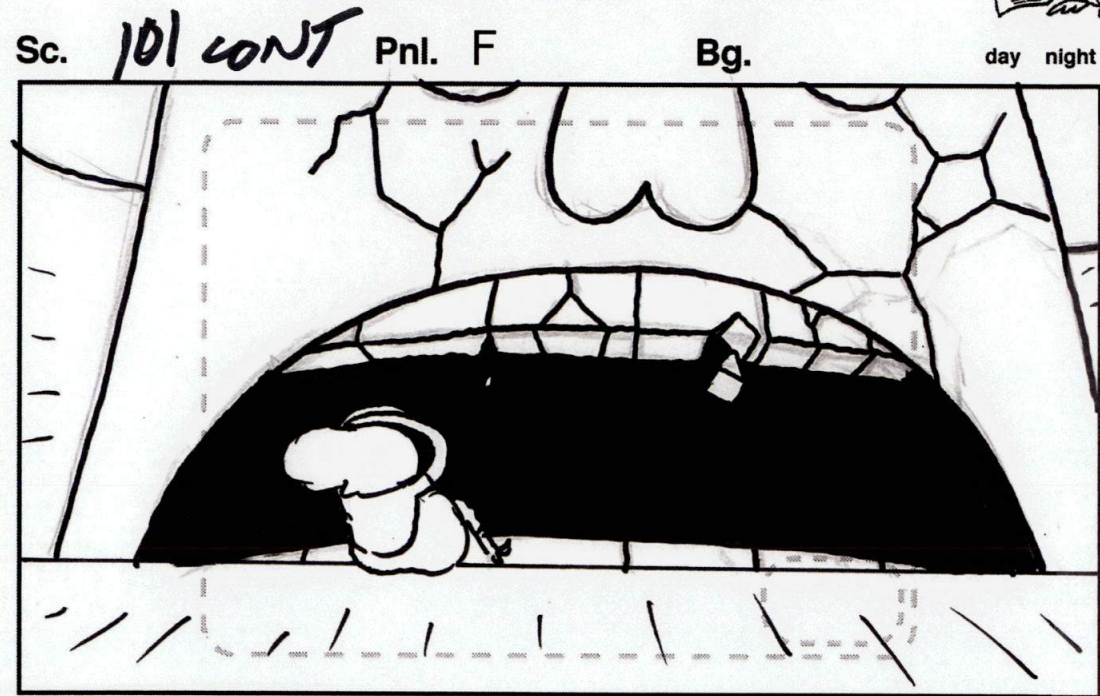
1025/197



1025/197

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# ADVENTURE TIME



Page 117

Dialog:

Action:

- M.M. MOUTH OPENS.

- Betty slides into math  
(truck in)

SEP 18 2014

Timing:

EPISODE #

Production:

1025/197 1025-197

1025/197



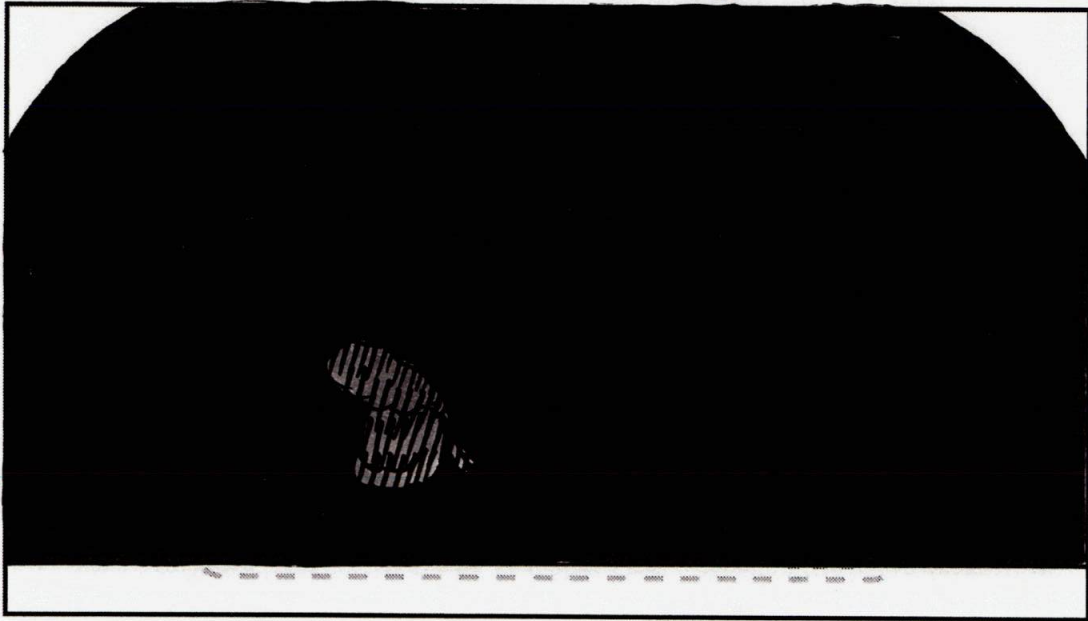
1025/197

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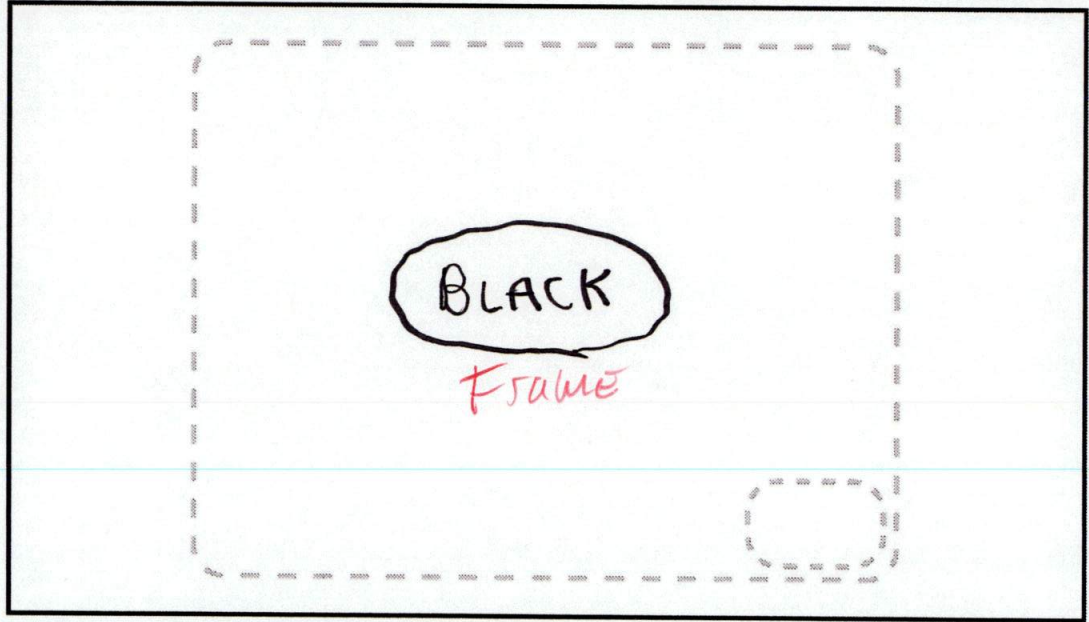
# ADVENTURE TIME



Sc. 101 cont Pnl. H Bg. day night



Sc. 101 cont Pnl. G Bg. day night



*Ho*  
*Cont*

1025-197

1025/197

EPISODE #

Production:

Dialog:	<u>Mag'ic Man/ margles...!</u>
Action:	- continue truck in - BETTY DISAPPEARS INTO MOUTH.
Timing:	SEP 18 2014

1025/197



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1025/197

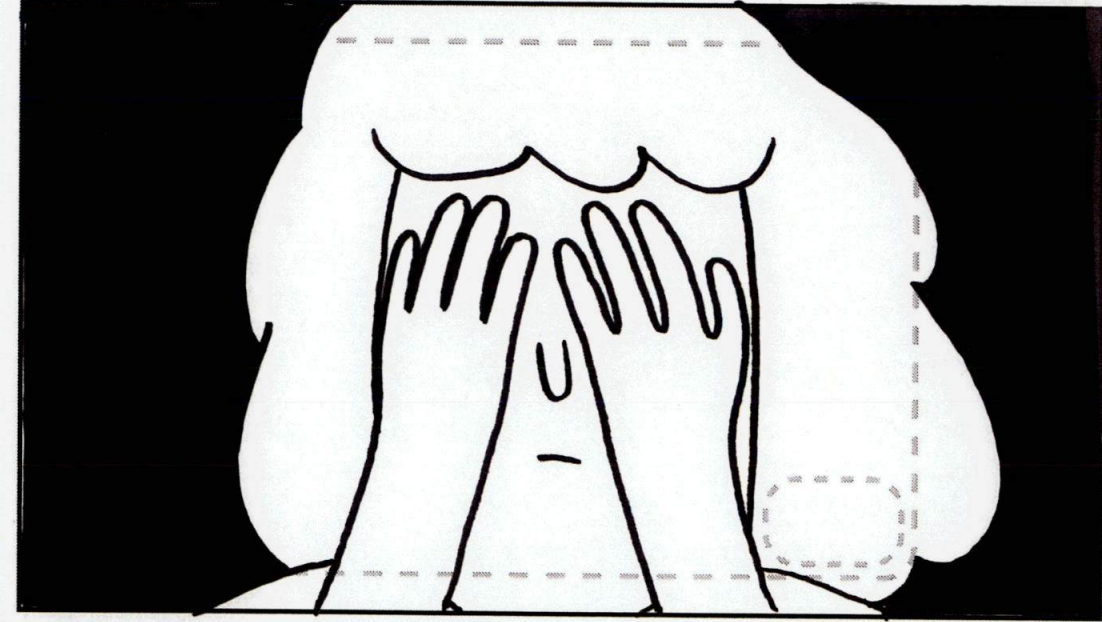
Ho  
Cont

# ADVENTURE TIME

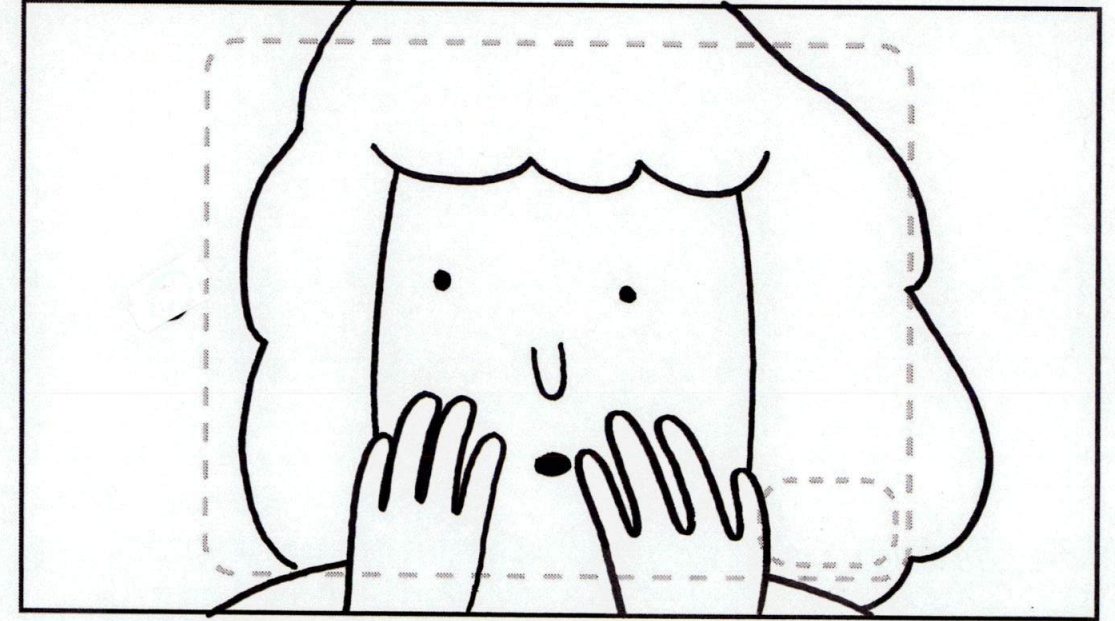


Page 119

Sc. 102 Pnl. A Bg. day night



Sc. 102 CONT Pnl. B Bg. day night

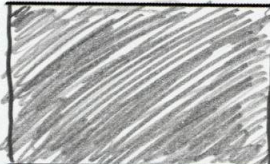


Ho  
Cont

1025-197

Dialog: magicMan (os) / open your eyes margles

margles / @who's@that?

Action:  - BETTY LOOKS AROUND.

Timing: Black Fs.  
(A)

→ • → •  
U  
O

(B)

SEP 18 2014

EPISODE #

1025/197

Production:

1025/197



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1025/197

no cut

# ADVENTURE TIME



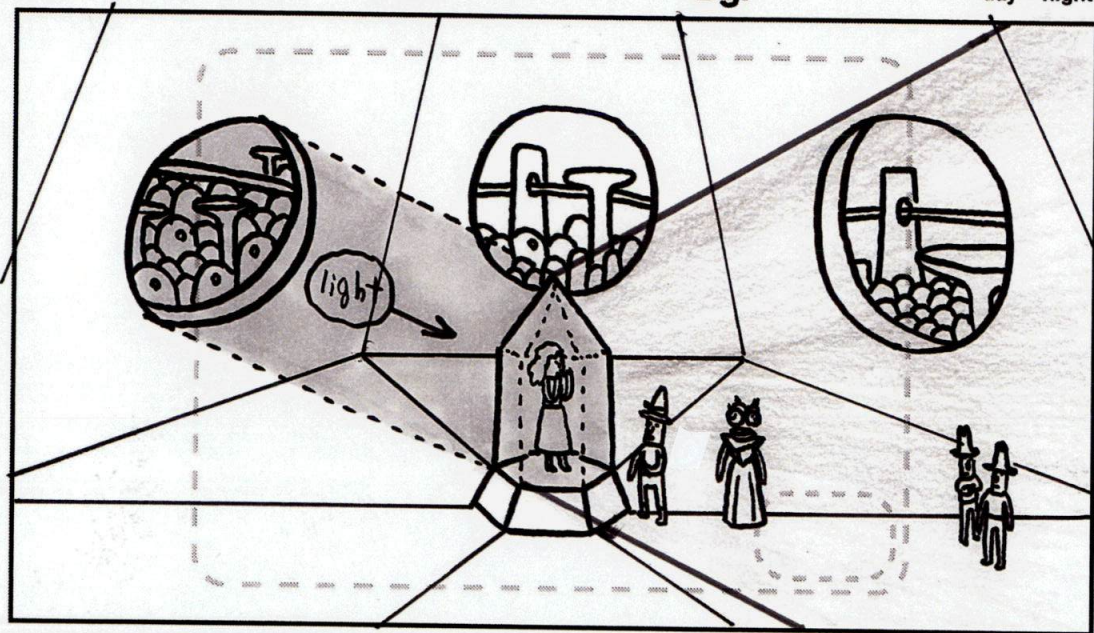
no cut

Sc. 103

Pnl. A

Bg.

day night



Dialog: MM/ I'm magic man and that's my sibling Glob.



Action: - light shining into crystal chamber and rainbow coming out other side

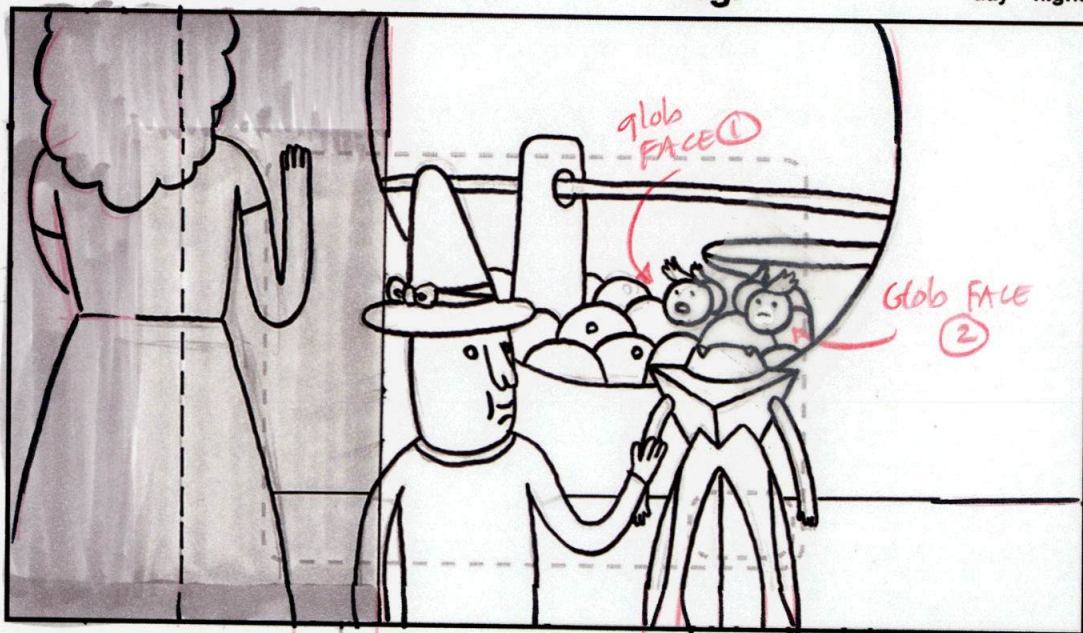
Timing:

Sc. 104

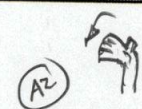
Pnl. A

Bg.

day night



Glob/ Hi.



SEP 18 2014

EPISODE #

Production:

1025-197

1025/197

1025/197



# ADVENTURE TIME



Sc. 104 CONT Pnl. B

Bg.

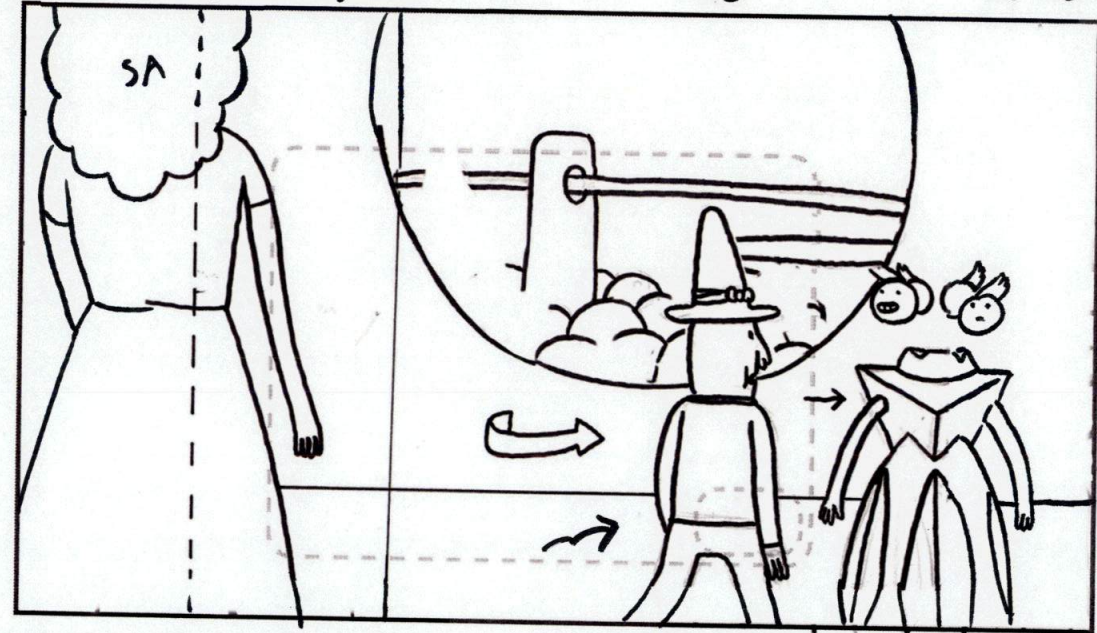
day night



Sc. 104 CONT Pnl. C

Bg.

day night



Dialog: Glob/ Uh could I talk to you a sec?

Magic Man/ ok what's up?

Action:

-MM Follows GGGG

SEP 18 2014

Timing:

EPISODE #

Production:

1025-197

1025/197

1025/197

1025/197





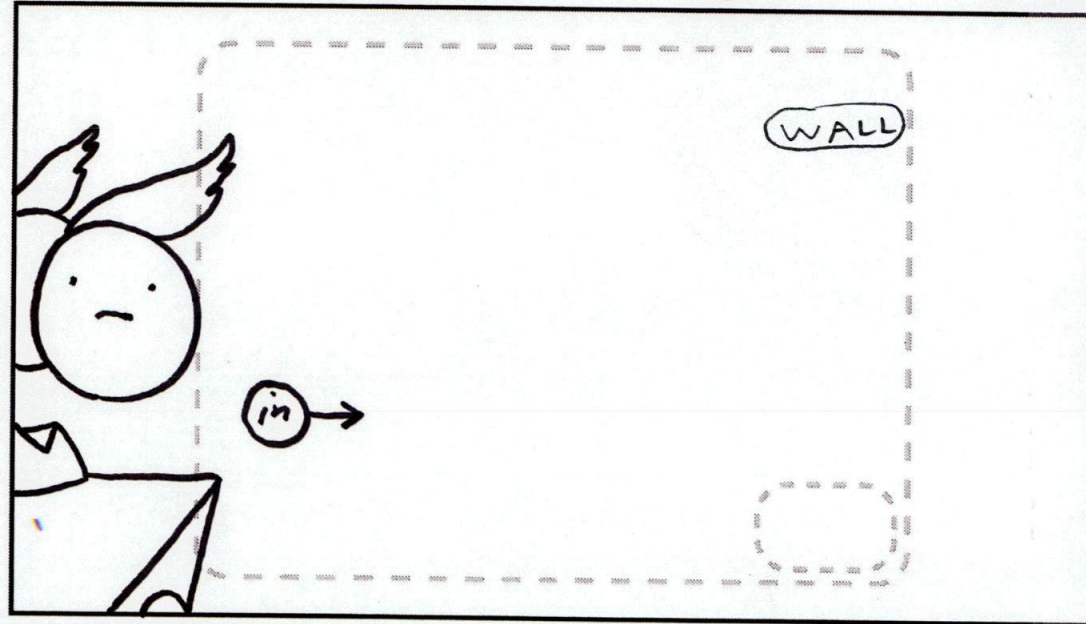
# ADVENTURE TIME

Sc. 105

Pnl. A

Bg.

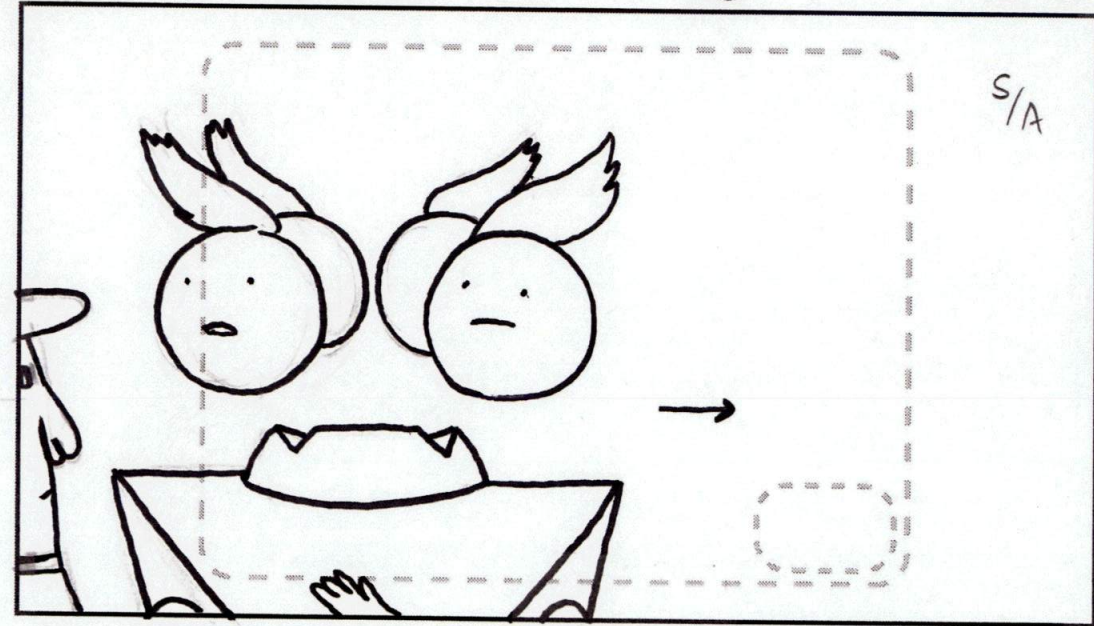
day night



Sc. 105 *cont* Pnl. B

Bg.

day night



Dialog:

Action:

- GGGG WALKS ON/S.

Timing:

SEP 18 2014

EPISODE #

Production:

Page 122

1025/197

1025/197 1025-197



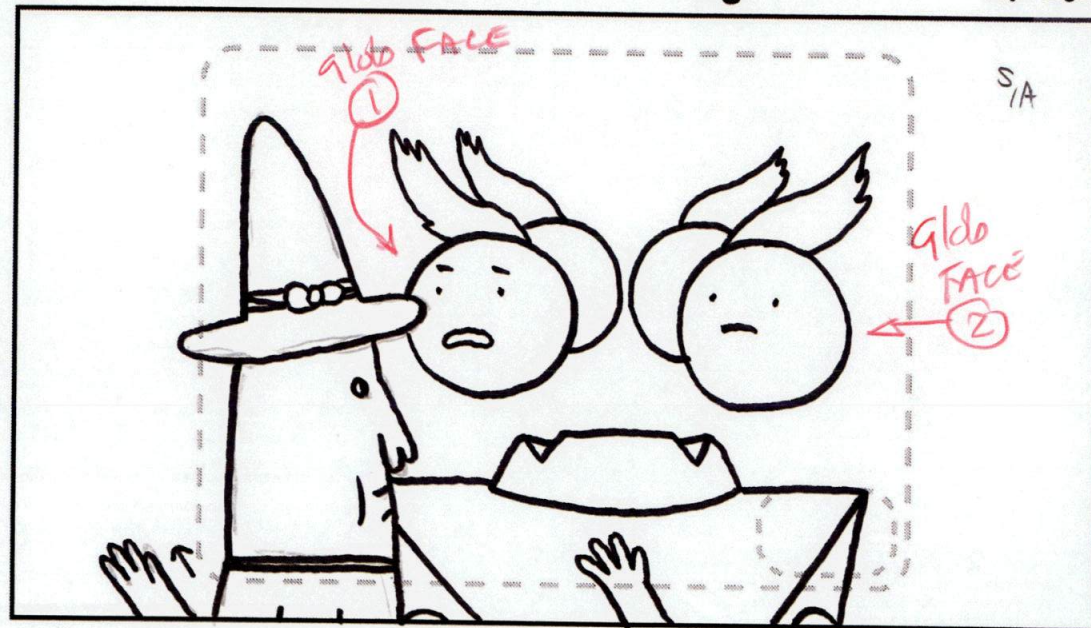
# ADVENTURE TIME



Sc. 105 *cont* Pnl. C

Bg.

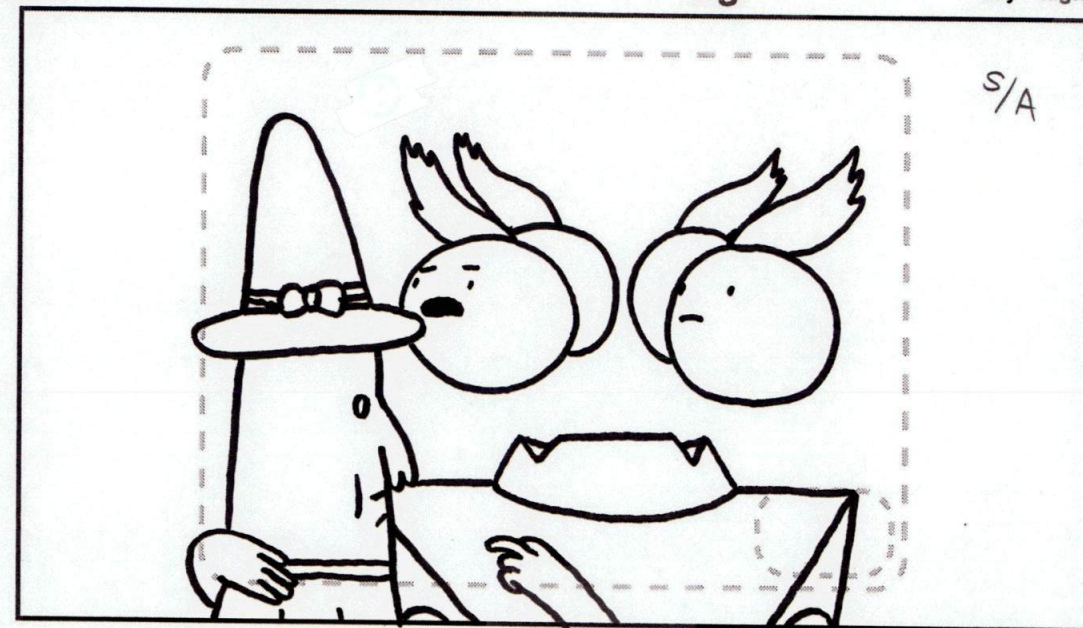
day night



Sc. 105 *cont* Pnl. D

Bg.

day night

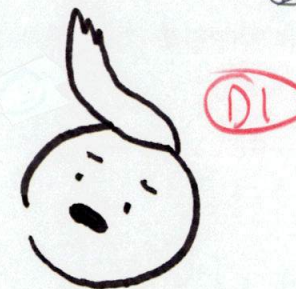


Dialog: Glob/ That's our new --

Glob/ (cont) planetary defense system?

Action:

Timing:



SEP 18 2014

EPISODE #

Production:

Page 123

1025-197

1025/197

1025/197



1025/197

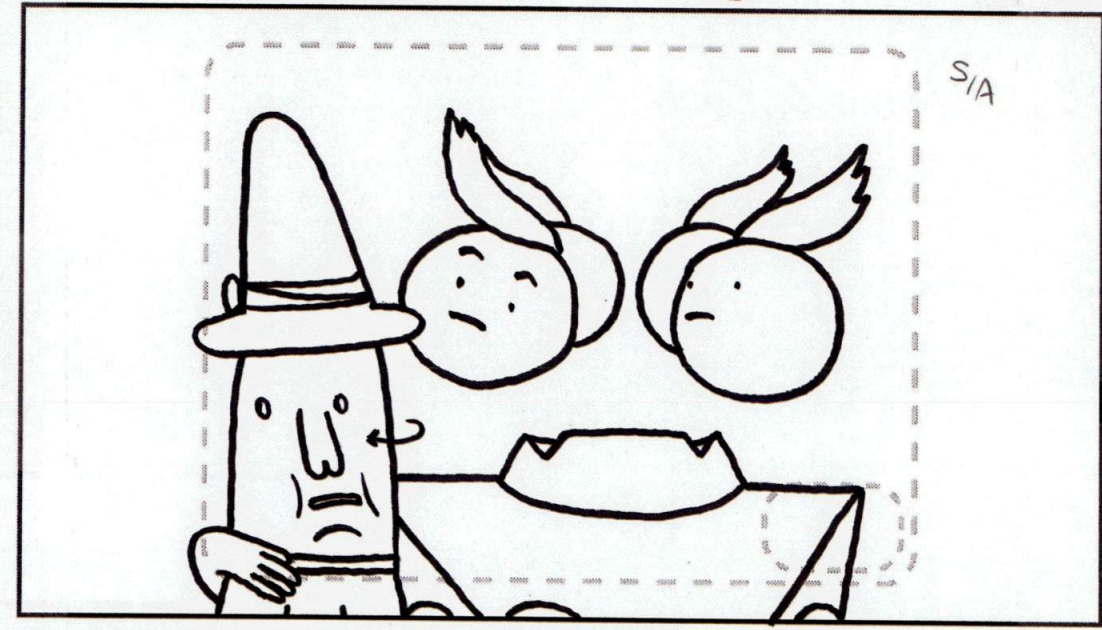
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# ADVENTURE TIME



*Handwritten:* Hu Cut

Sc. 105 cont Pnl. € Bg. day night

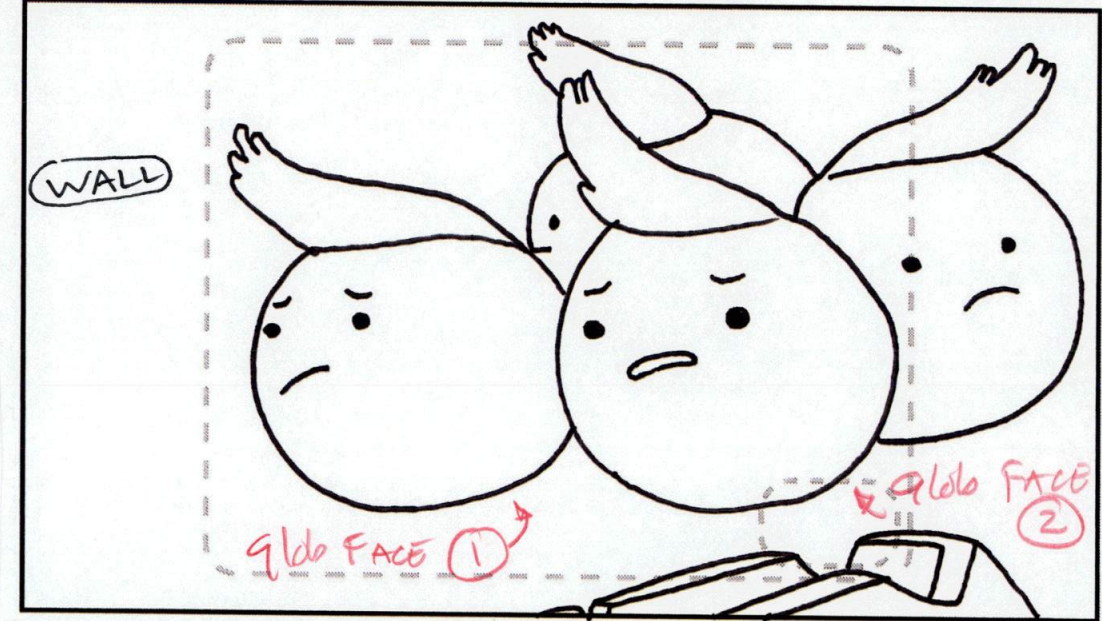


Dialog: Magic Mon/ Yeah "MARGLES"

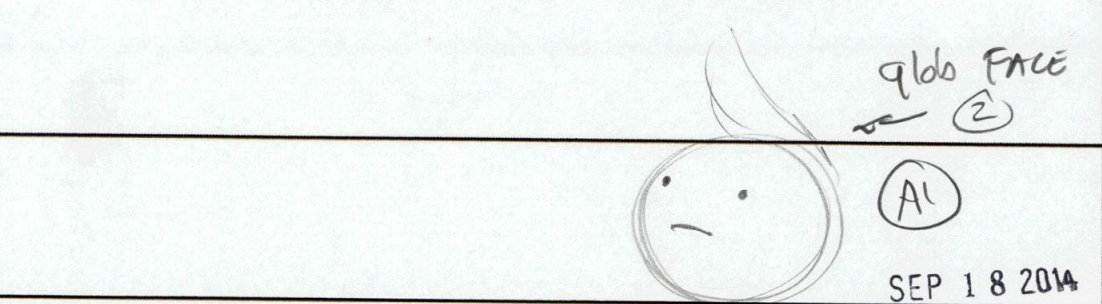
Action:

Timing:

Sc. 106 Pnl. A Bg. day night



Glob/ Margles is your wife, dude.



*Handwritten:* Cut

EPISODE #

1025-197

1025/197

Production:

1025/197





# ADVENTURE TIME

Sc. 107

Pnl. A

Bg.

day night

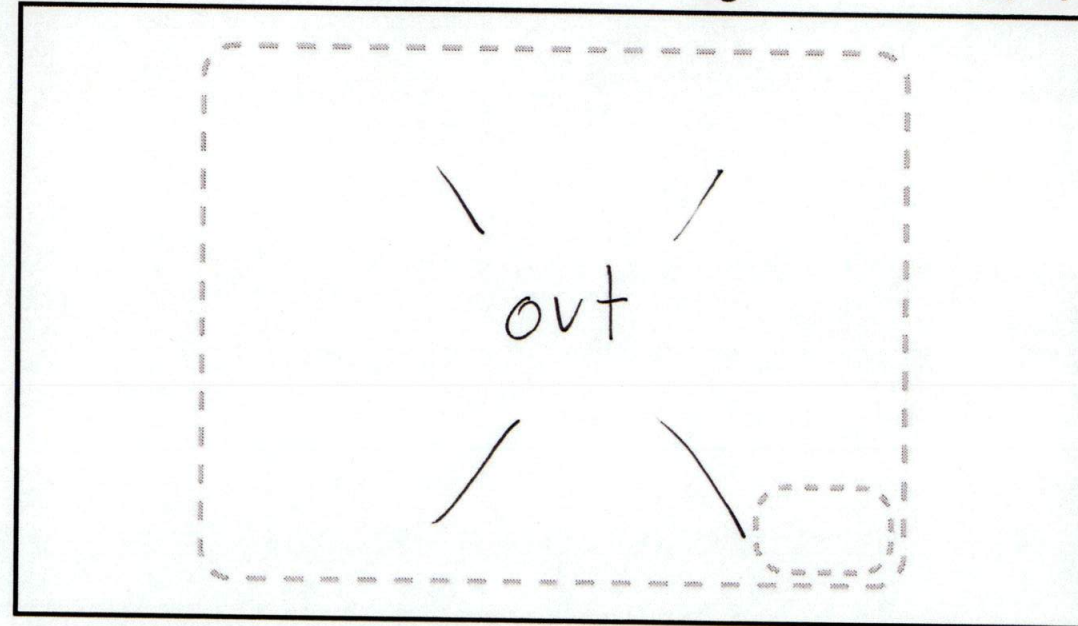


Sc.

Pnl.

Bg.

day night



Magic Man / my wife was taken by Golb.

Action:

Timing:

SEP 18 2014

Production:

EPISODE #

1025-197

1025/197

1025/197



# ADVENTURE TIME



Ho cut

Sc. 108

Pnl. A

Bg.

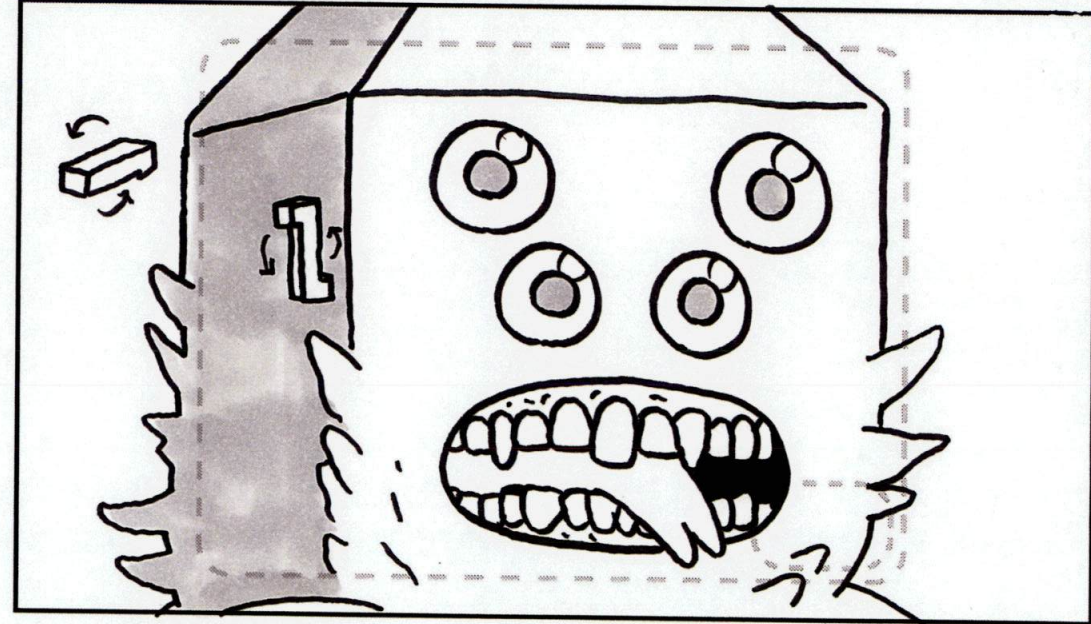
day night

Sc. 108A

Pnl. A

Bg.

Page 126  
day night



Dialog:

Action:

(LAST SEEN IN PUHOY) (shapes spinning)

Timing:

SEP 18 2011

EPISODE #

Production:

1025-197

1025/197

1025/197

1025/197



# ADVENTURE TIME

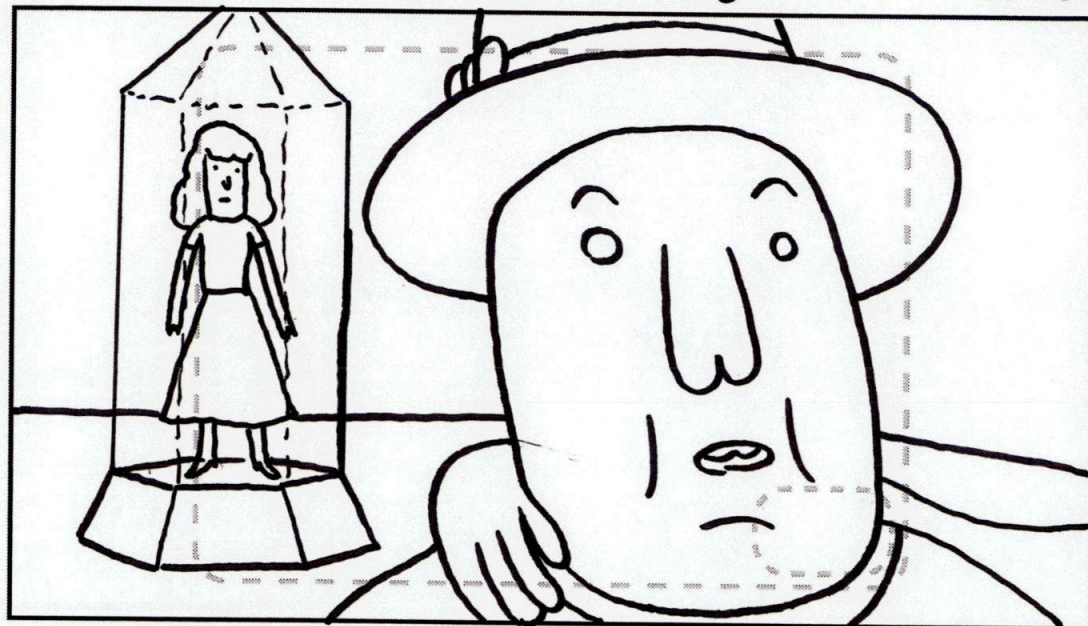


Sc. 109

Pnl. A

Bg.

day night

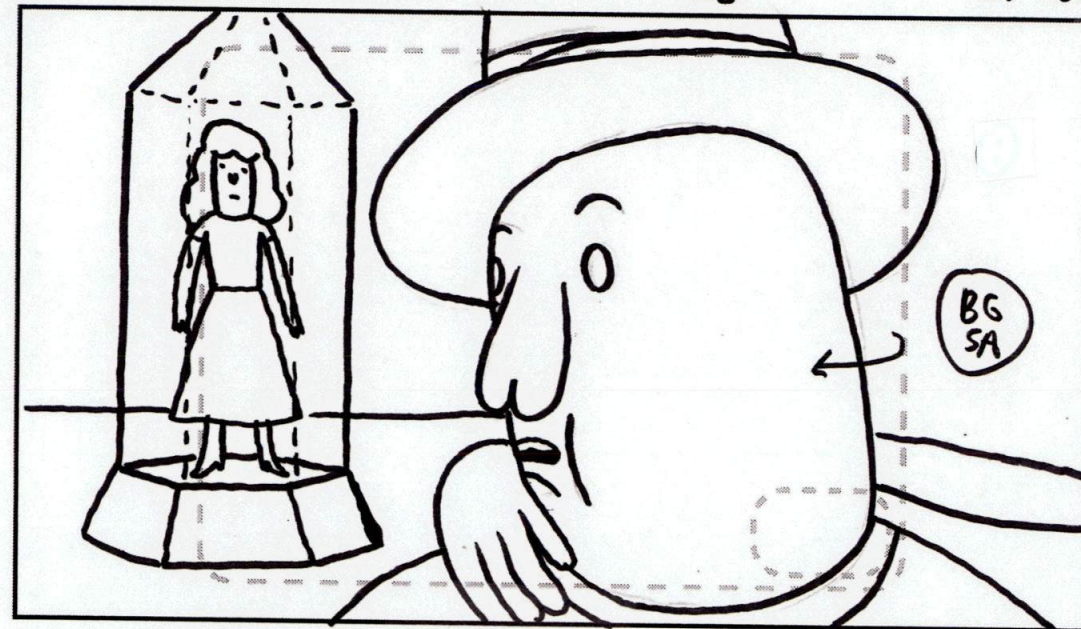


Sc. 109 cont

Pnl. B

Bg.

day night



Dialog: mm/ This is like(cont)

mm/ my tribute

Action:

Timing:

SEP 18 2014



(BI)

EPISODE #

Production #

1025/197

1025/197



1025/197

# ADVENTURE TIME



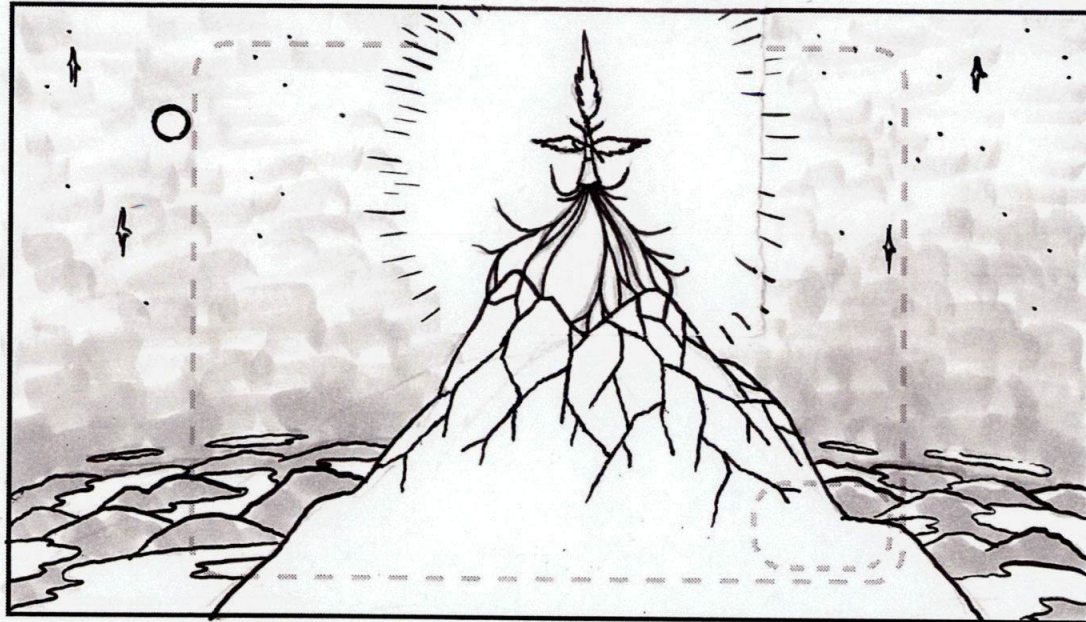
Ho Cut

Sc. 110

Pnl. A

Bg.

day night



Sc. 111

Pnl. A

Bg.

day night



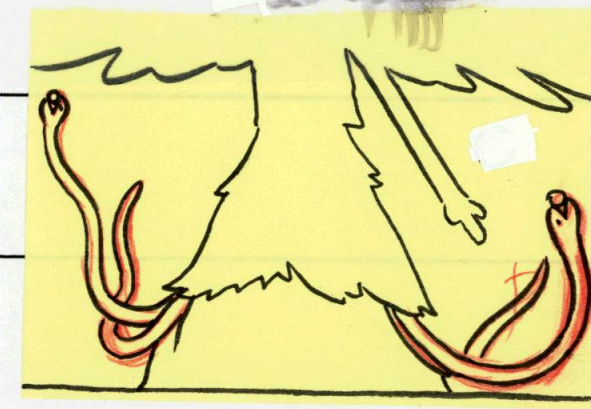
Dialog: mm(03) / imma install her right there on olympus Mons

mm / so she can protect us from Golb.

Action:

Timing:

SEP 18 2014



(A)

SEP 8 114

CYCLE  
(A) / (A)  
REPEAT.

Cut

1025-197

EPISODE #

1025/197

Production:

1025/197





# ADVENTURE TIME

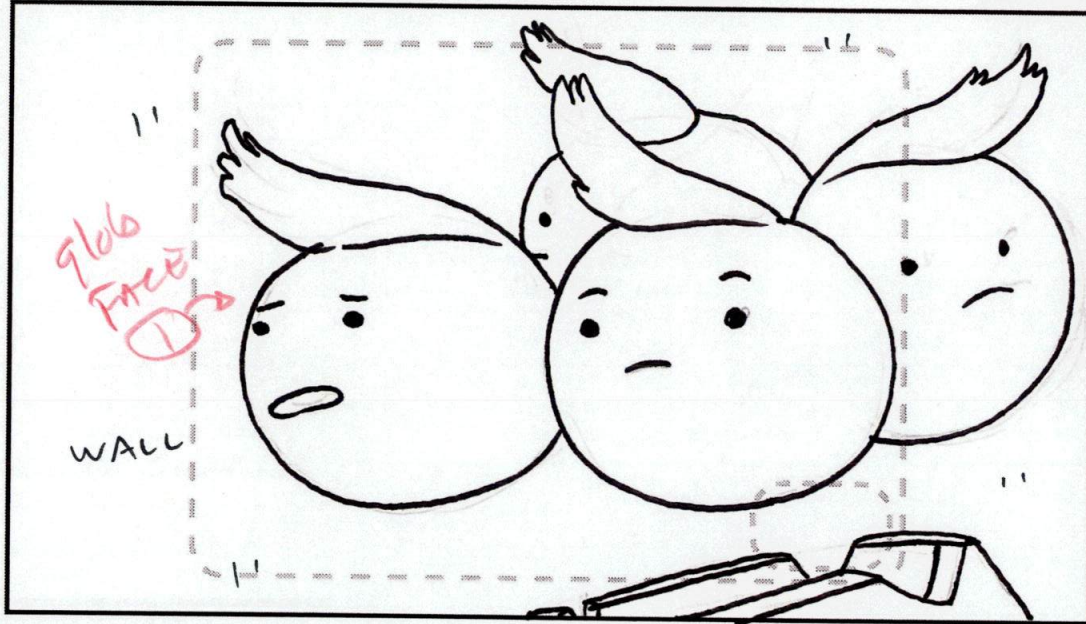
Page 129

Sc. 112

Pnl. A

Bg.

day night

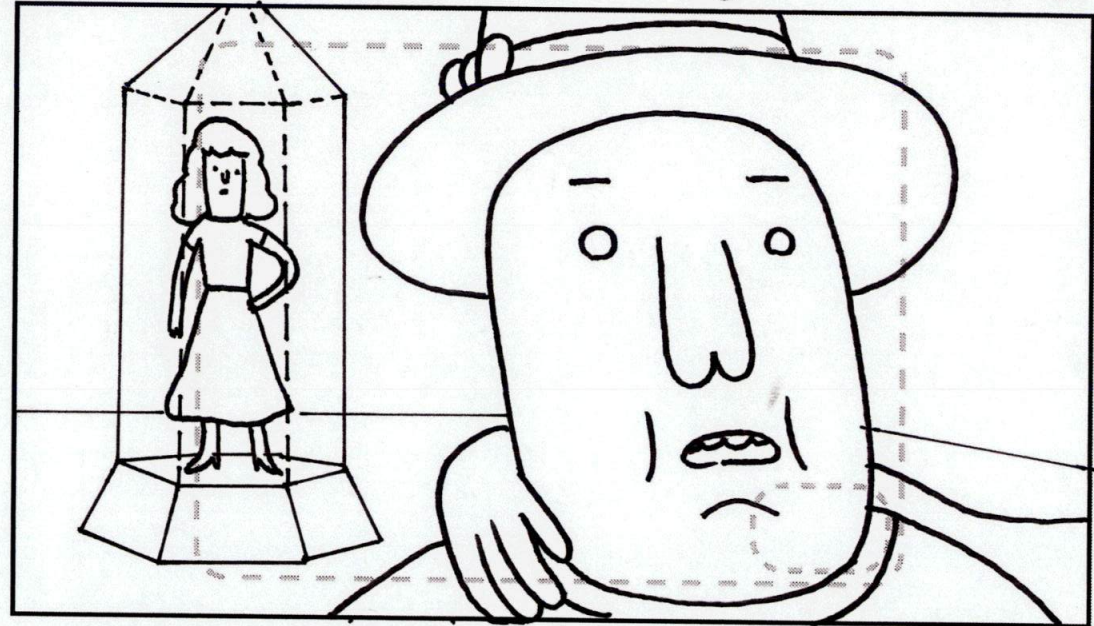


Sc. 113

Pnl. A

Bg.

day night

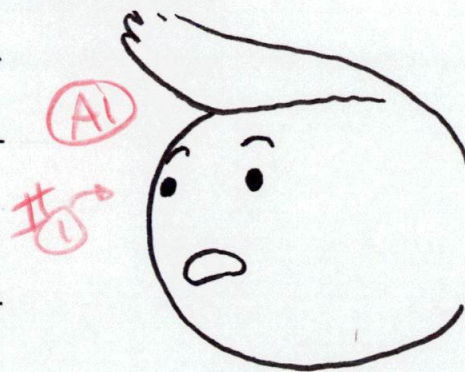


Dialog:

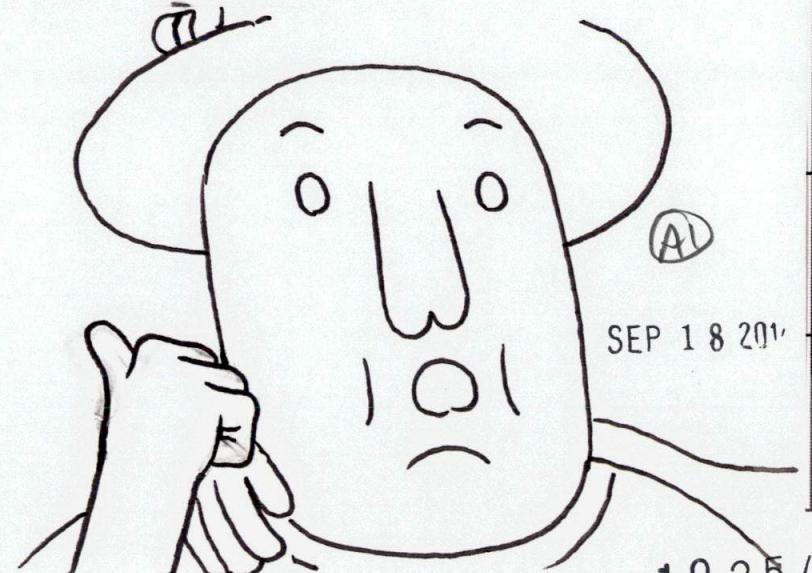
Glob 10 But you named her after  
your 2 wife .

Action:

Timing:



MM yeah but it stands for --



SEP 18 2011

EPISODE #

Production:

1025-197

1025/197

1025/197



1025/197

# ADVENTURE TIME



Sc. 113 *cont* Pnl. B

Bg.

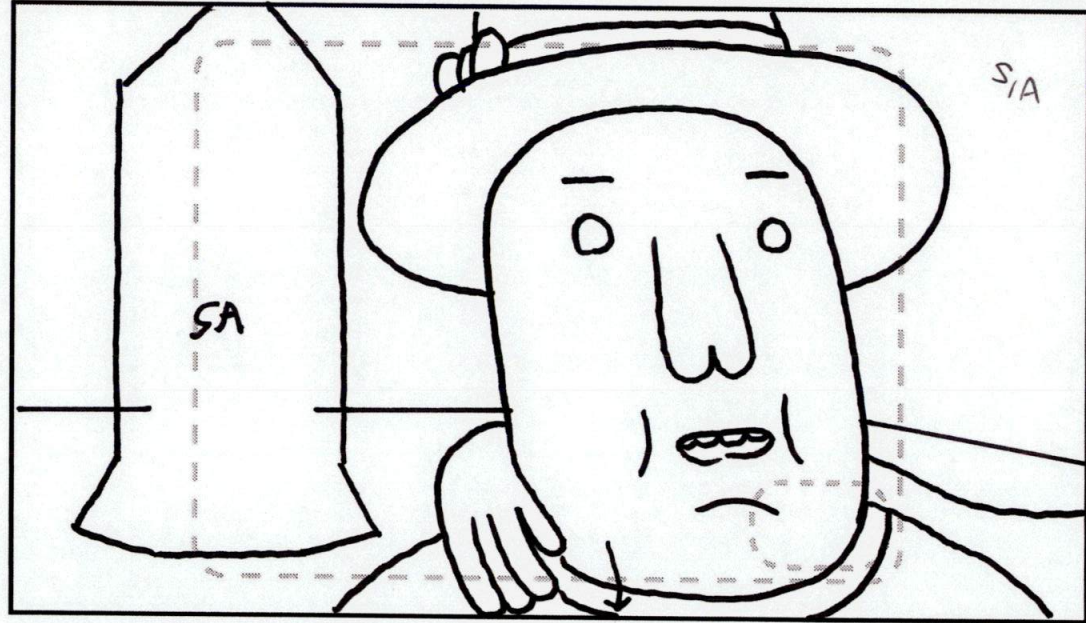
day night



Sc. 113 *cont* Pnl. C

Bg.

day night



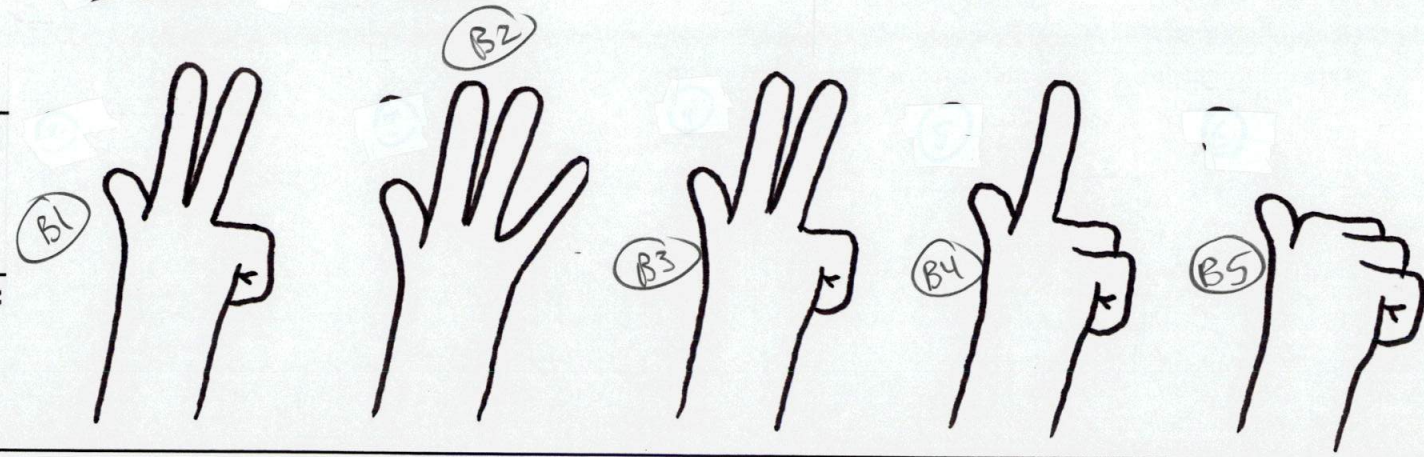
*no cut*

Dialog: *MM "magical" automated. Resistance? Generating Laser Energy -*

*mm1-supplier".*

Action:

Timing:



*MM's hand drops o/s*  
SEP 18 2014

EPISODE #

Production:

1025-197

1025/197

1025/197



# ADVENTURE TIME

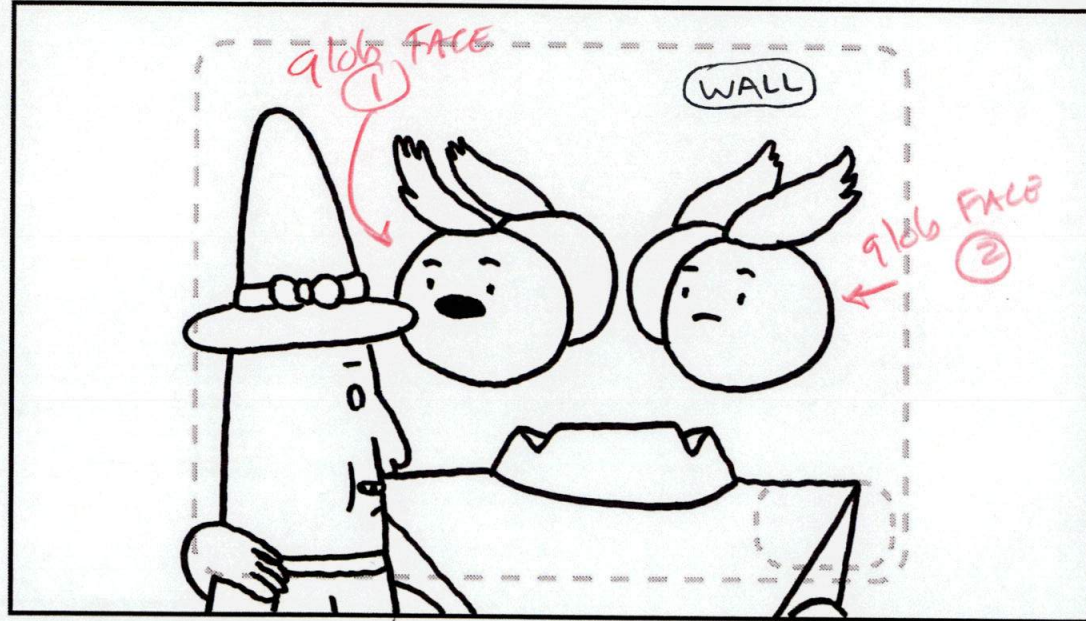


Sc. 114

Pnl. A

Bg.

day night



Dialog: Glob come again?

Action:

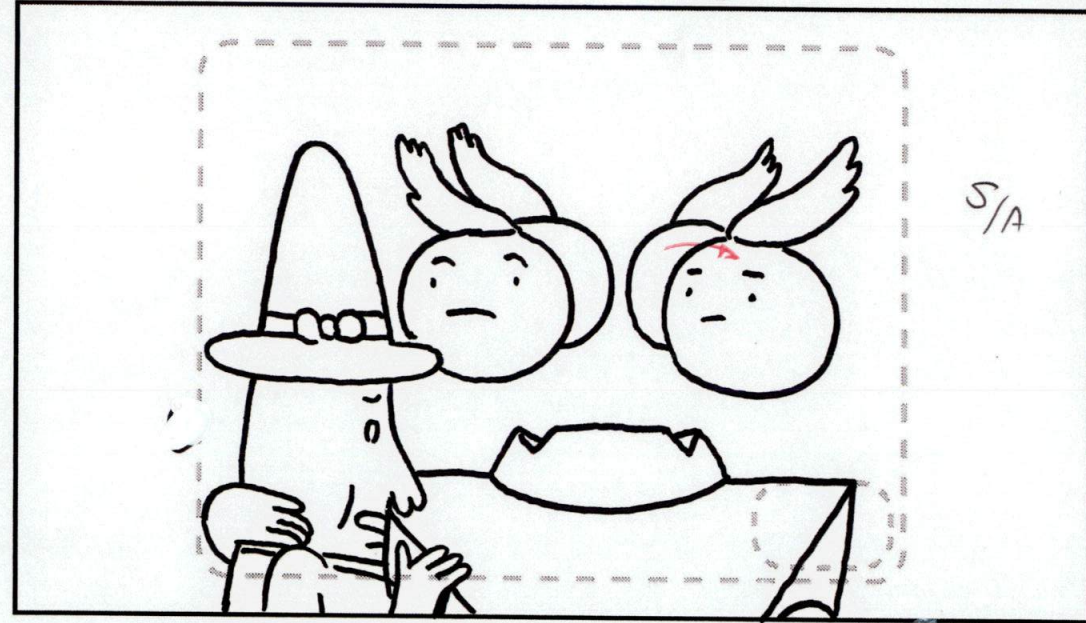
Timing:

Sc. 114

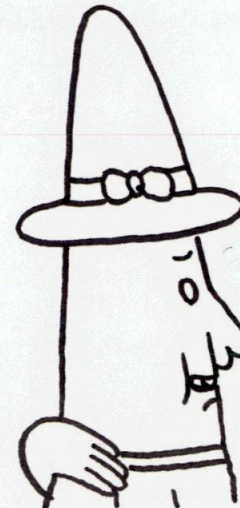
cont Pnl. B

Bg.

day night



mm/whatever I wanted to call her > margles.



(B1)

SEP 18 2014

Page 131

EPISODE #

1025-197

1025/197

Production:

1025/197

1025/197

Hu  
cut

cut





# ADVENTURE TIME

Page 132

Sc. 115

Pnl. A

Bg.

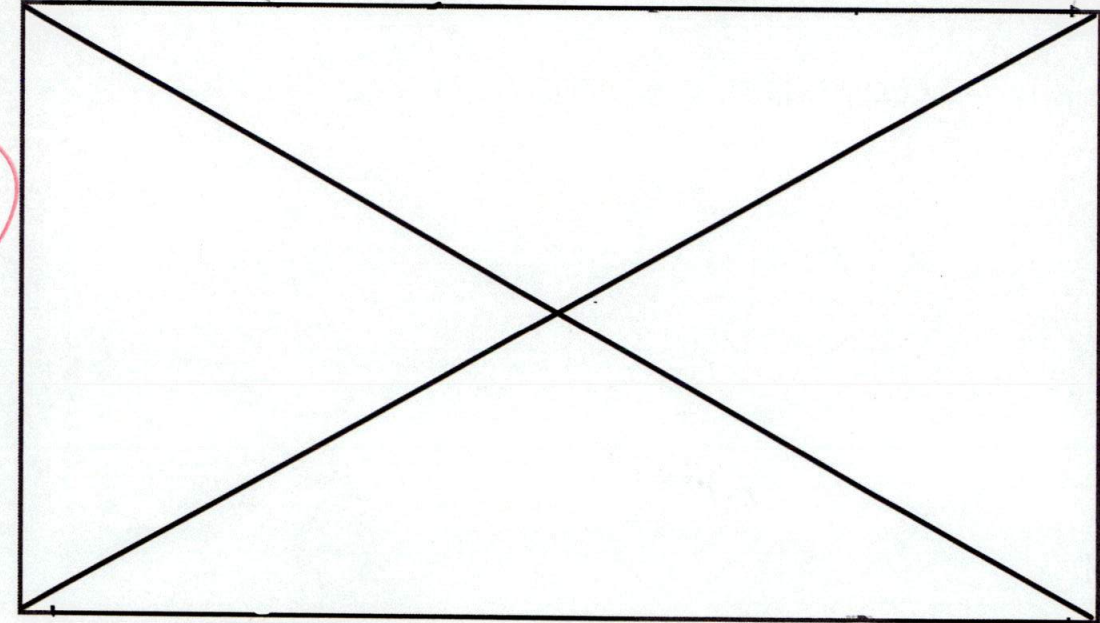
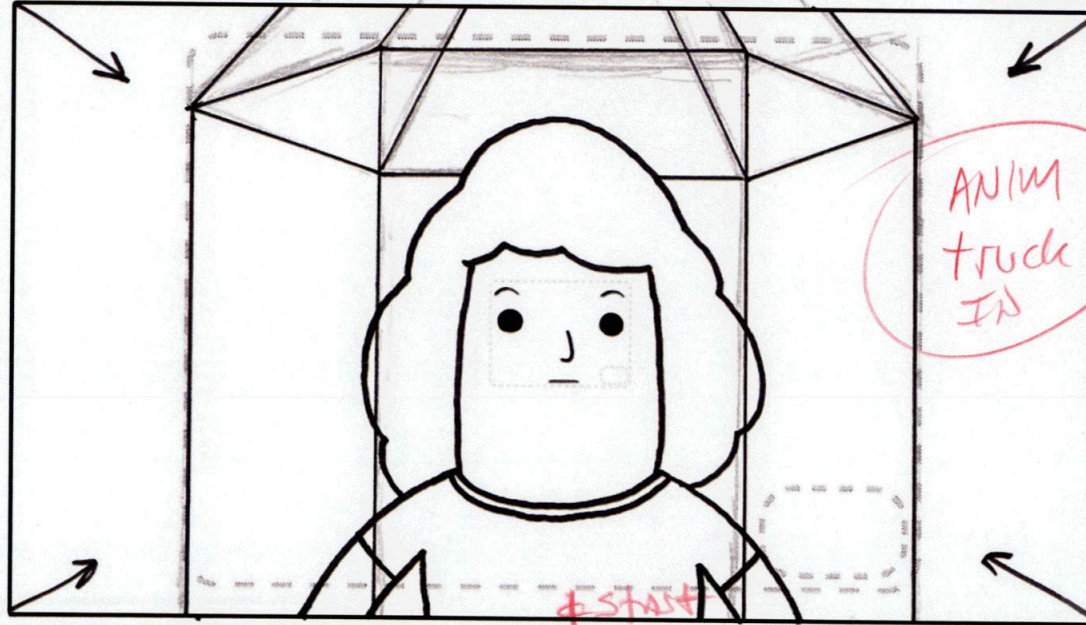
day night

Sc.

Pnl.

Bg.

day night



Dialog: Glob/ so you used magic to make her.  
Magicman(os)/ Yeah why?

Action:

ANIM truck in ON MARGLES

Glob(Vo) And you dont  
think your feelings  
for your lost wife  
might have compromised  
your spell —

SEP 18 2014

Timing:

1025-197

EPISODE #

1025/197

Production:

1025/197



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1025/197

# ADVENTURE TIME



Page 133

Sc.	Pnl.	Bg.	day	night

Sc.	Pnl.	Bg.	day	night
115	CONT	B		

*cut*

1025-197

1025/197

<b>Dialog:</b>	<p><i>glob(vo) programming</i></p> <p><i>SEP 18 2011</i></p>
<b>Action:</b>	<p><i>mm/(vo) nooo that's crazy!</i></p>
<b>Timing:</b>	

EPISODE #

Production:

1025/197



1025/197

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# ADVENTURE TIME



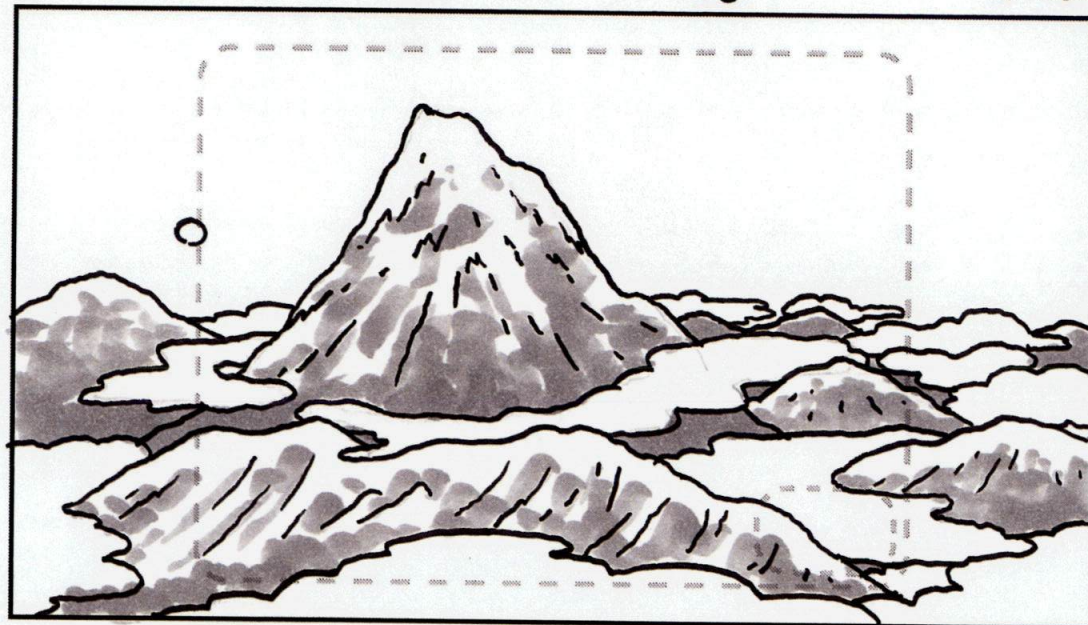
No Scene 117

Sc. 116

Pnl. A

Bg.

day night

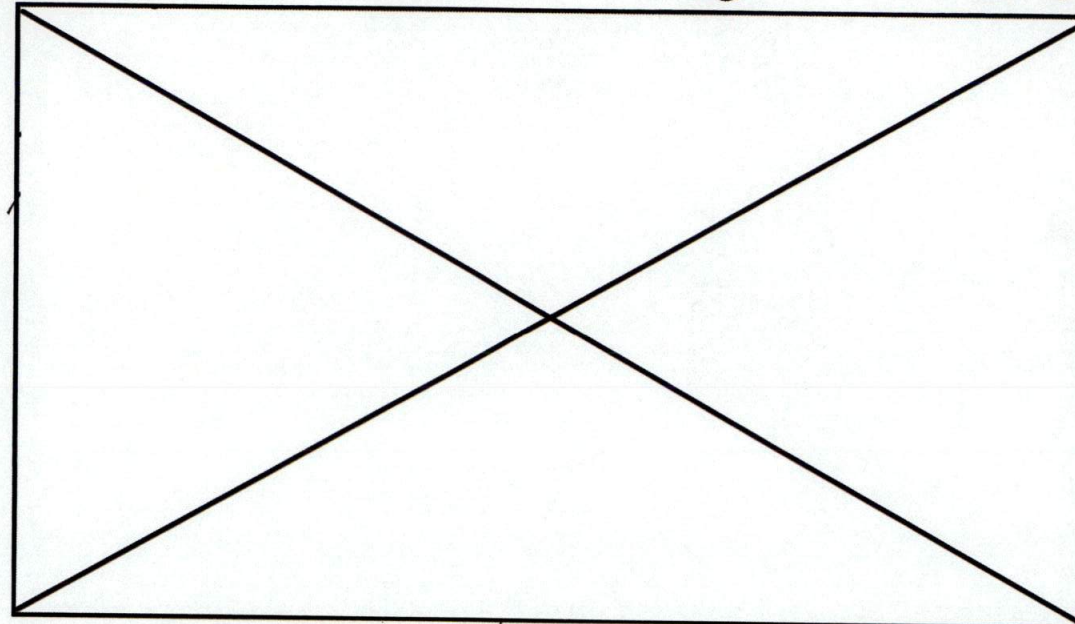


Sc.

Pnl.

Bg.

day night



Dialog: MM<sup>(9/15)</sup> Her appearance is just a symbol of Margles.

Action:

- MM + MARGLES HIKE UP MOUNTAIN

SEP 18 2011

Timing:

EPISODE #

1025-197

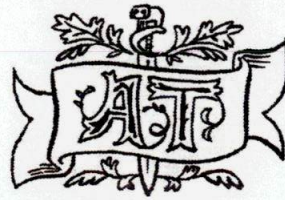
1025/197

Production:

1025/197



# ADVENTURE TIME

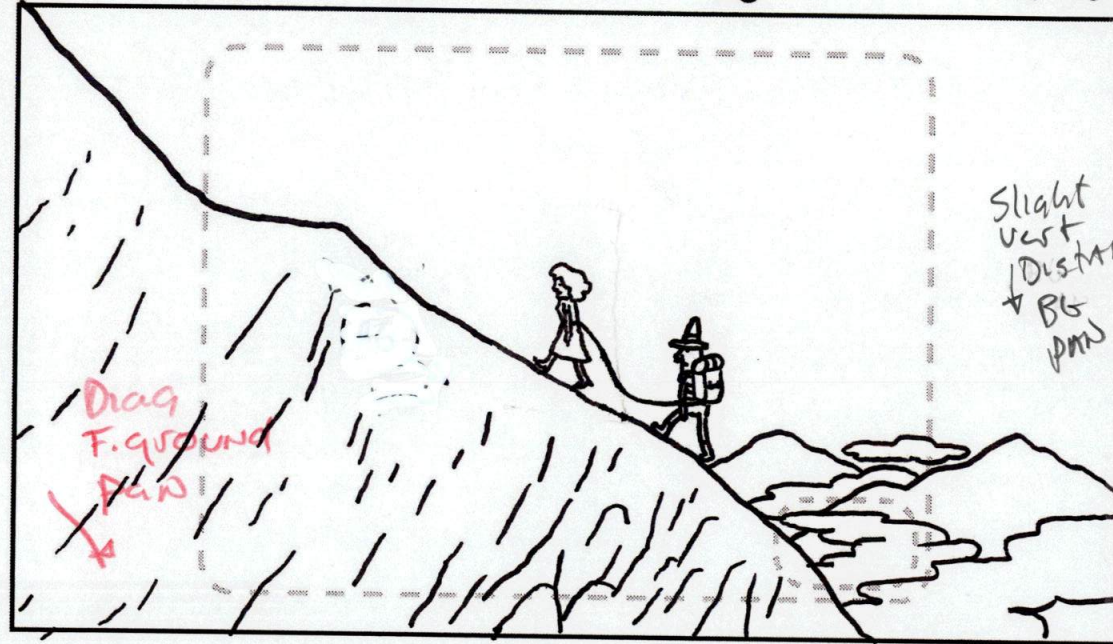


Sc. 118

Pnl. A

Bg.

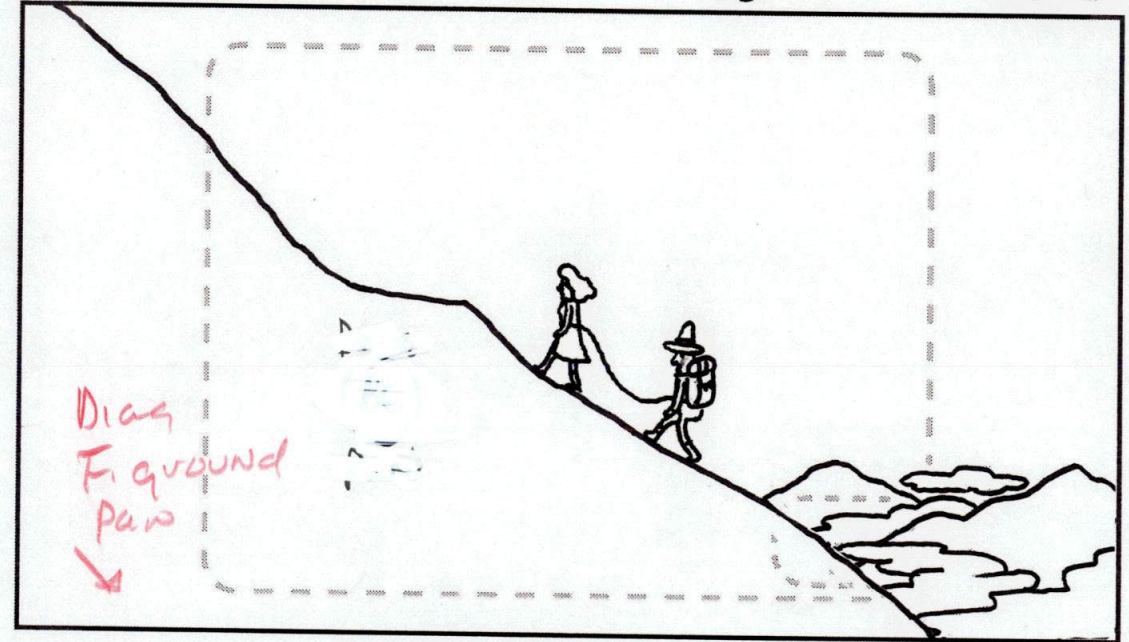
day night



Sc. 118 *cont*

Pnl. B

Bg.



Page 135  
135A NEXT  
day night

Dialog:

Glob/ Why do I feel like this is the ...  
(OS)

Action:

SEP 18 2011

Timing:

EPISODE #

1025-197

1025/197

Production:

1025/197



# ADVENTURE TIME

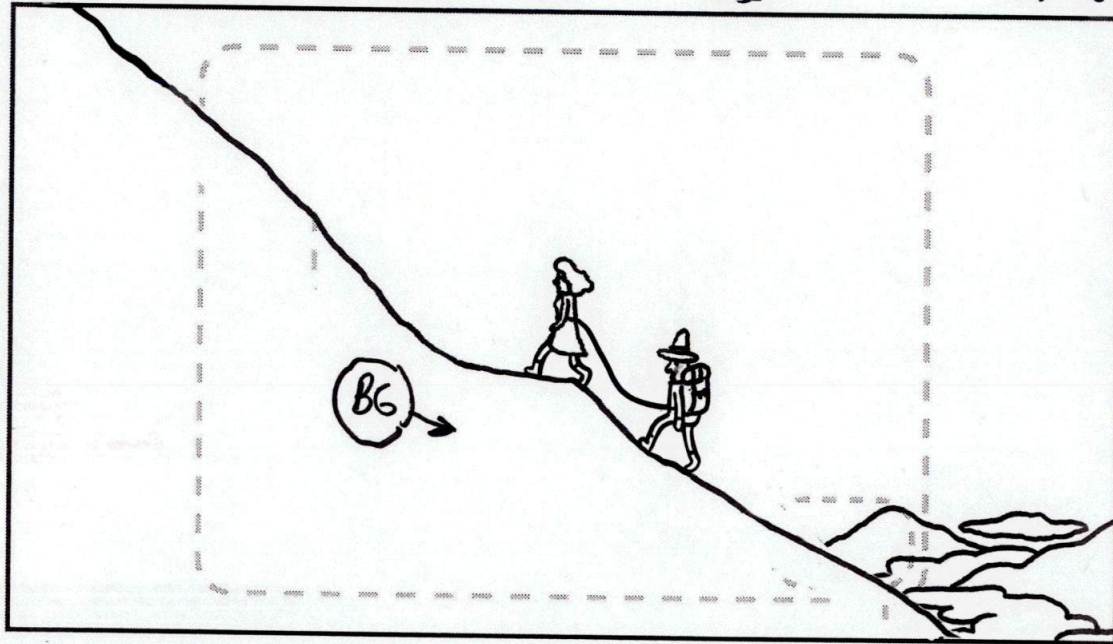


HU  
AST

Sc. 118 cont Pnl. C

Bg.

day night



Sc.

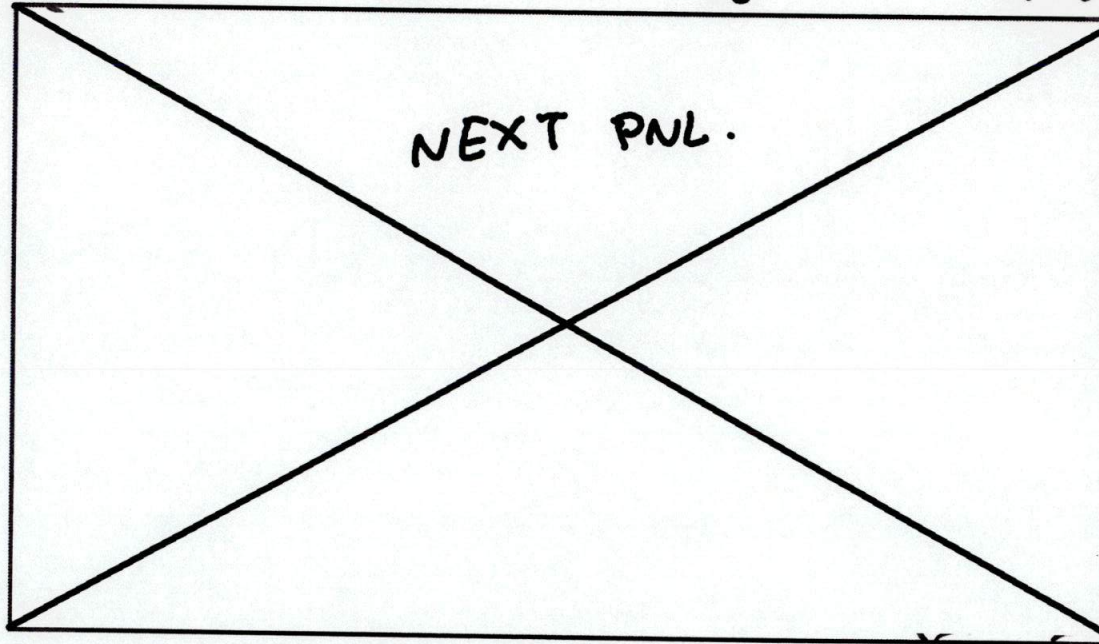
Pnl.

Bg.

Page

135A  
136 NEXT

day night



Dialog:

Glob/  
(OS) ... worst idea ever?

Action:

Timing:

SEP 18 2014

EPISODE #

1025-197

1025/197

Production:

1025/197



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no cut

# ADVENTURE TIME

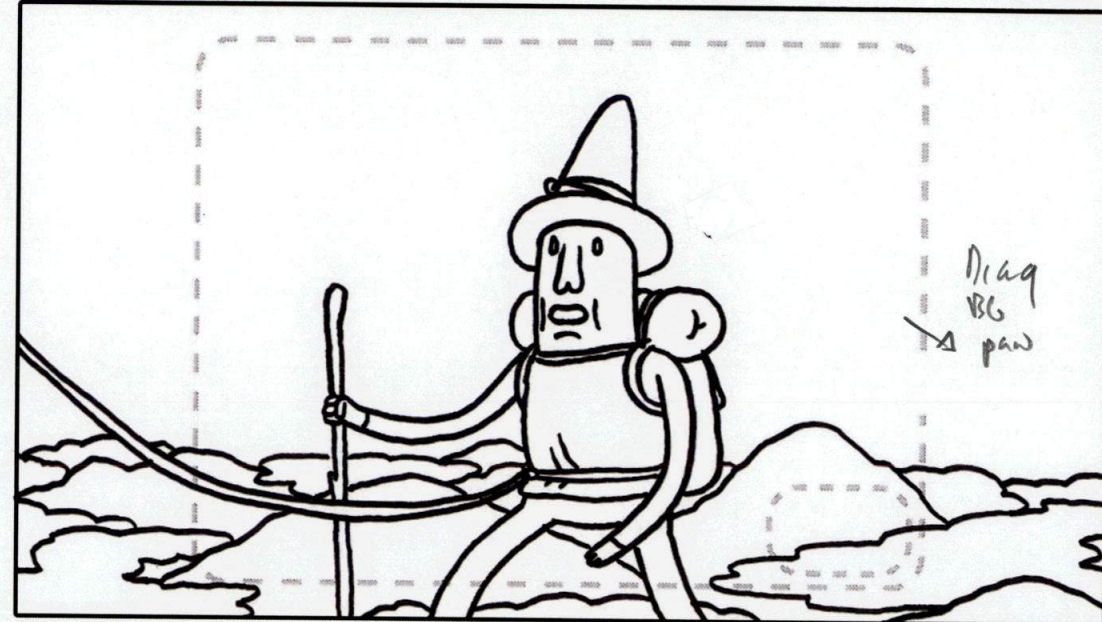


Sc. 119

Pnl. A

Bg.

day night



Sc. 119 CONT

Pnl. B

Bg.

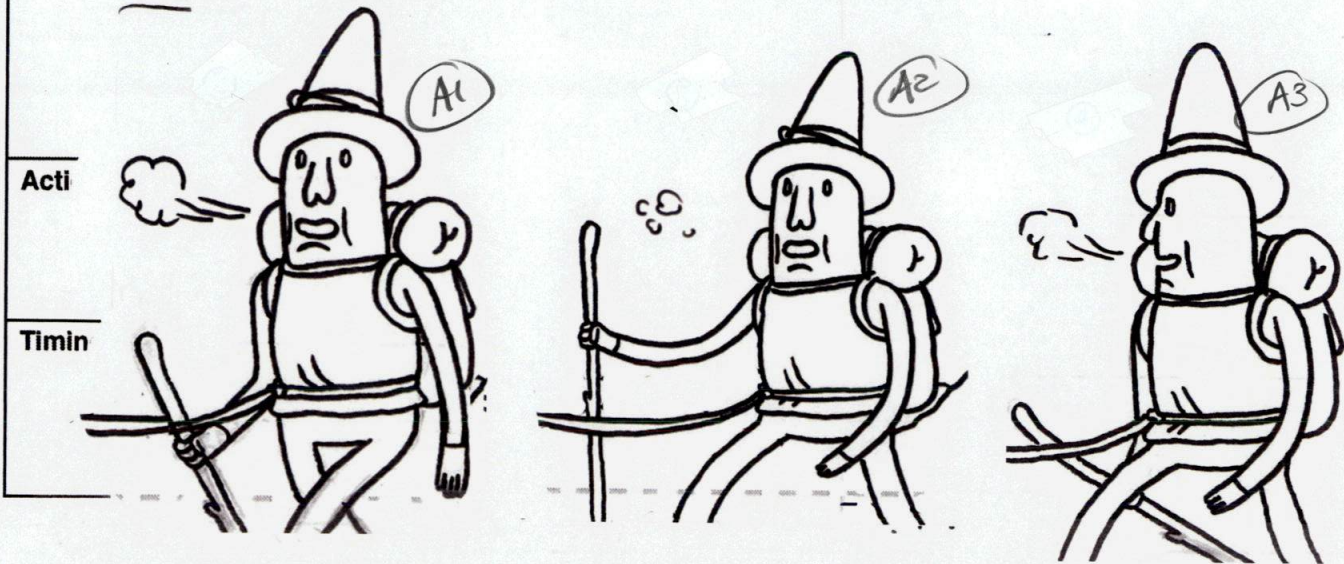
day night



Page 136

cut

Dialog: mmh what a great idea to go on this hike!



SEP 18 2014

Production:

EPISODE #

1025-197

1025/197

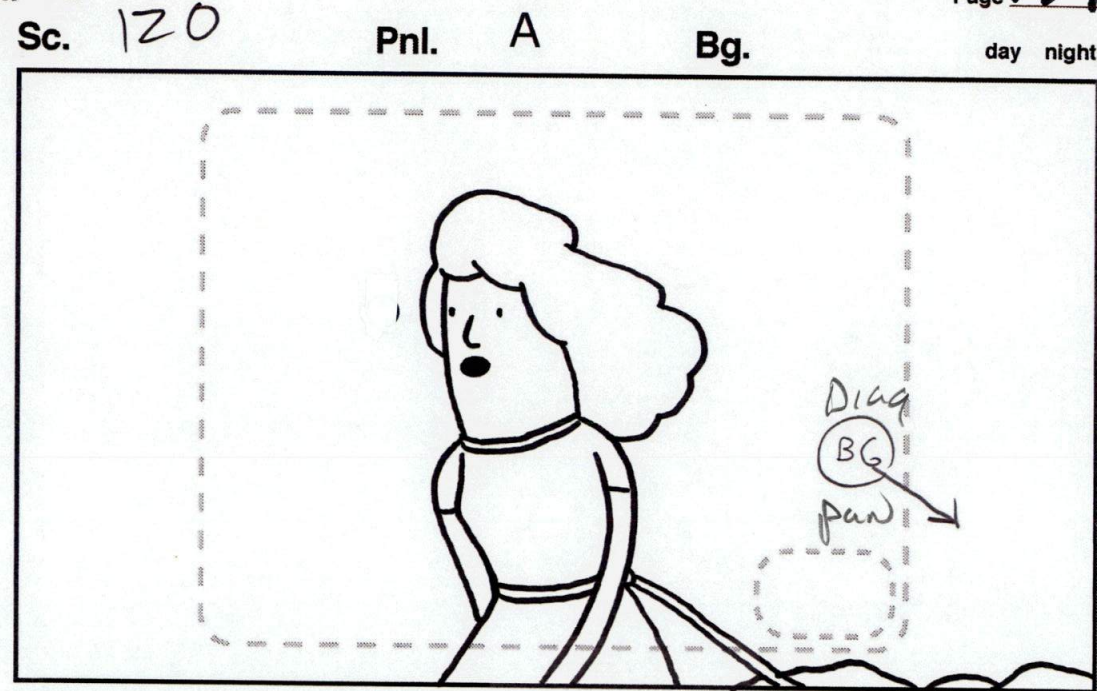
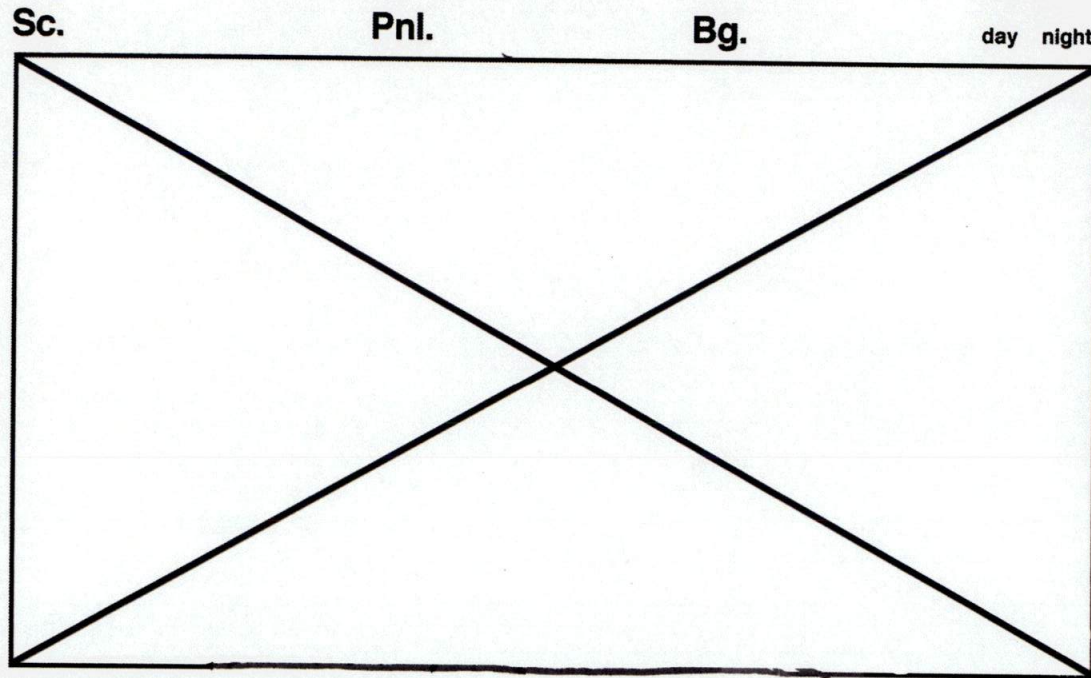
1025/197



# ADVENTURE TIME



Page **137**

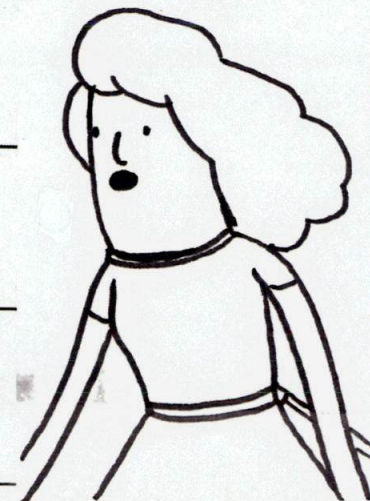


Dialog:

*Margles/ why didn't you magic us up?*

Action:

Timing:



**(AI)**

SEP 18 2014

EPISODE #

Production:

1025-197

1025/197

1025/197



# ADVENTURE TIME



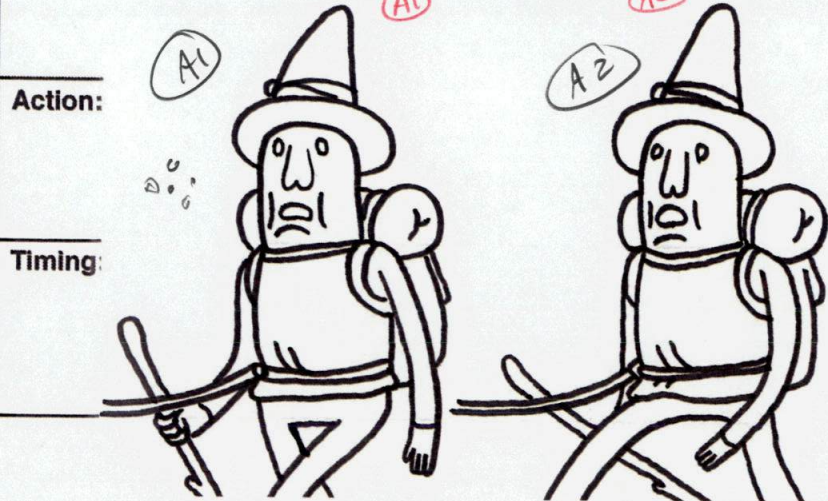
Ho  
6st

Page 138

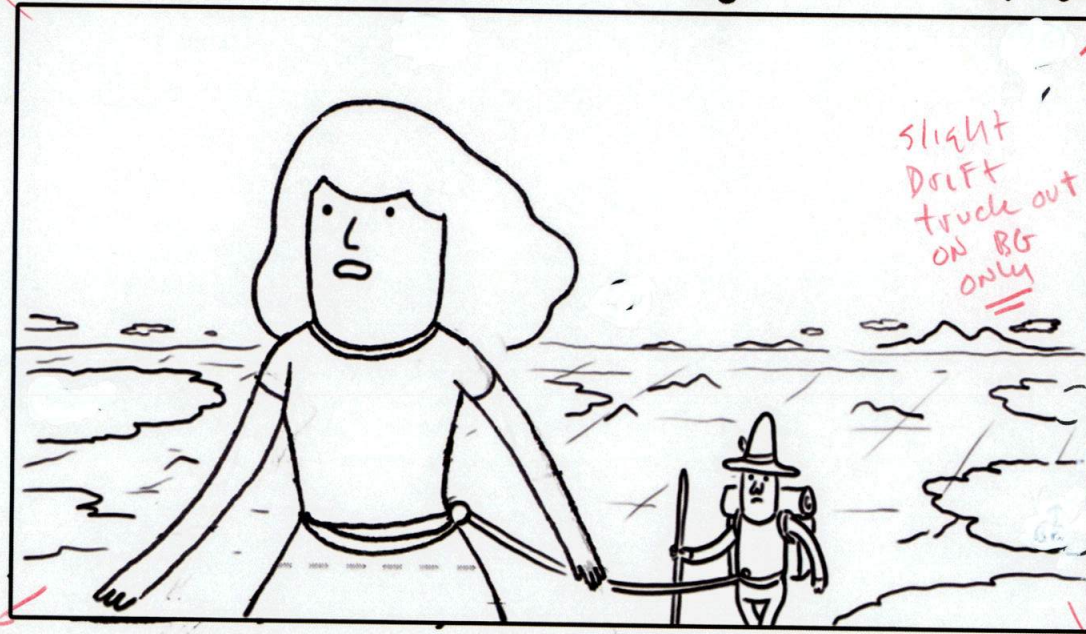
Sc. 121 Pnl. A Bg. day night



Dialog: MagicMan / Ah I guess I wanted to know more about you since I created you in a deep trance state.

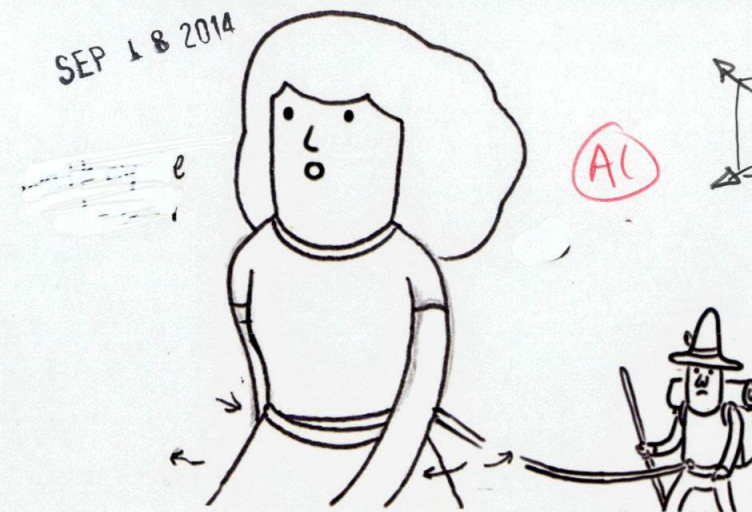


Sc. 122 Pnl. A Bg. day night

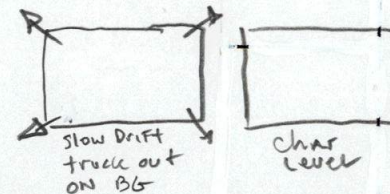


Margles / All I am is in you...

SEP 18 2014



Bi-PAC  
SET-UP



Production:

1025/197

EPISODE #

1025-197

1025/197



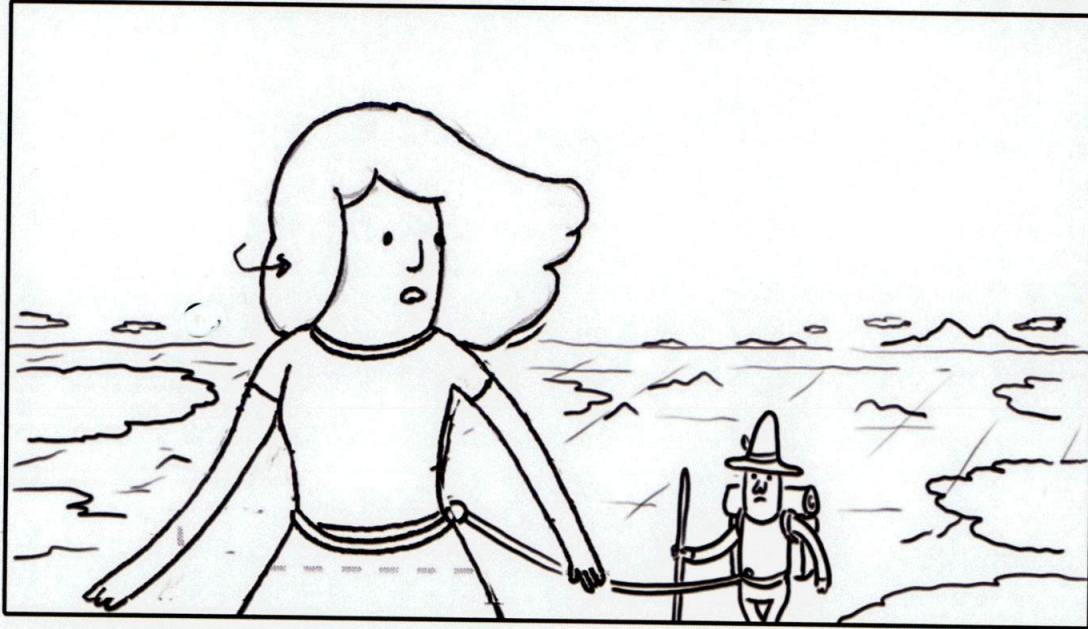
# ADVENTURE TIME



Sc. 122 *cont* Pnl. B

Bg.

day night



Sc. 123

Pnl. A

Bg.

day night



Dialog:

Marge *s/s* know yourself Magic Man.

(B)

(B1)

(B1)

mm/c yeah duh okay.

(A1)

(A)

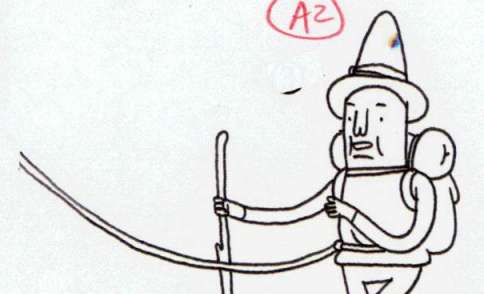
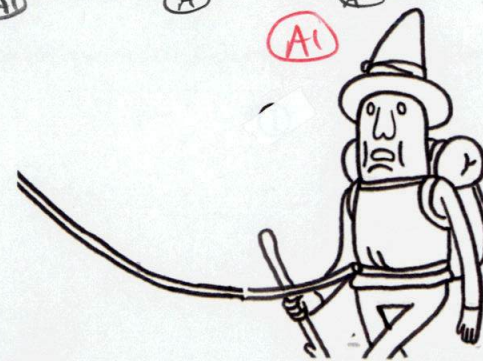
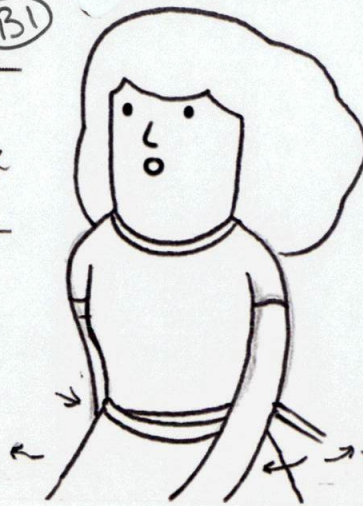
(A2)

(A1)

Action:

continue walk cycle  
background shrinking into distance

Timing:



SEP 18 2014

1025/197

EPISODE #

1025-197

1025/197

*AW CUT*



1025/197

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# ADVENTURE TIME



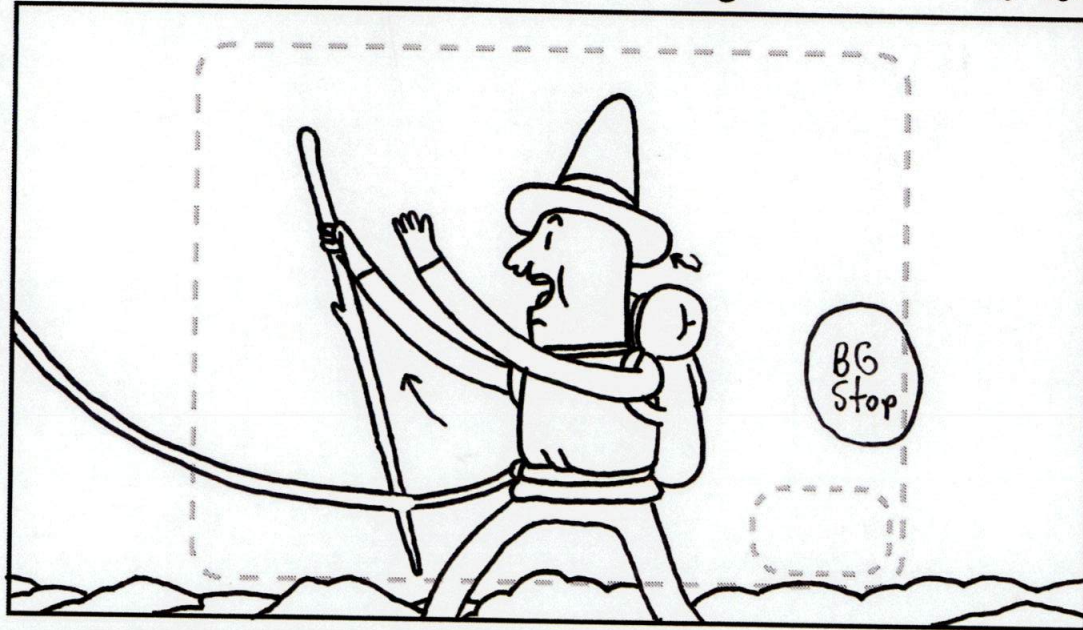
140 cut

Sc.

123 cont Pnl. B

Bg.

day night



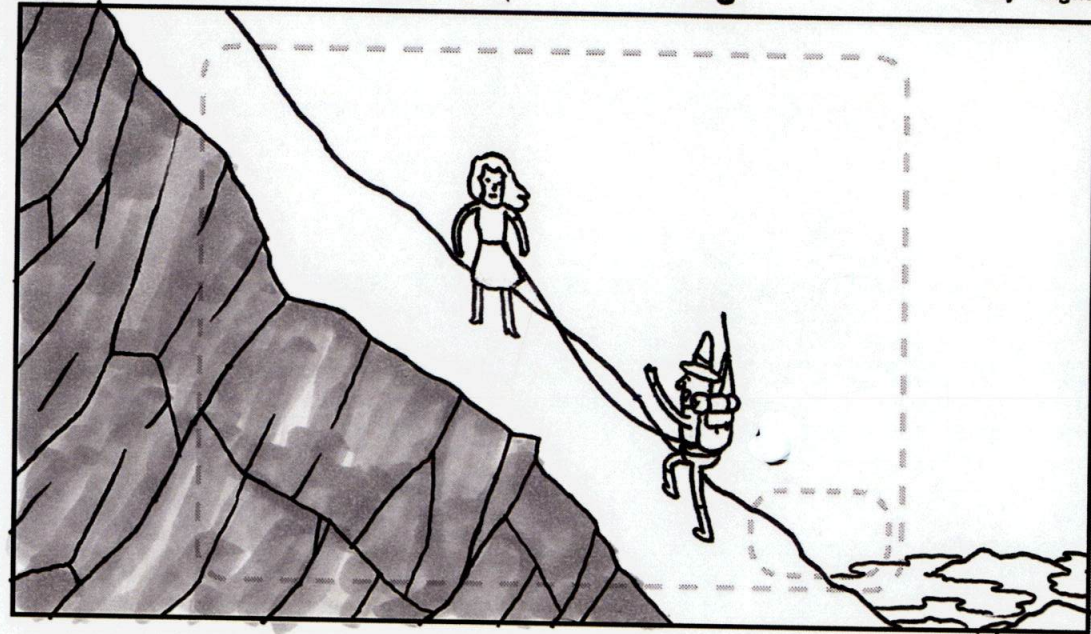
Sc.

124

Pnl. A

Bg.

Page 140  
day night



Dialog:

MM/ TO THE TOP THEN!

Magic Man! WA-

Action:

- MM FLOATS UP.

Timing:

SEP 18 2014



EPISODE #

Production:

1025-197

1025/197

1025/197



1025/197

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# ADVENTURE TIME

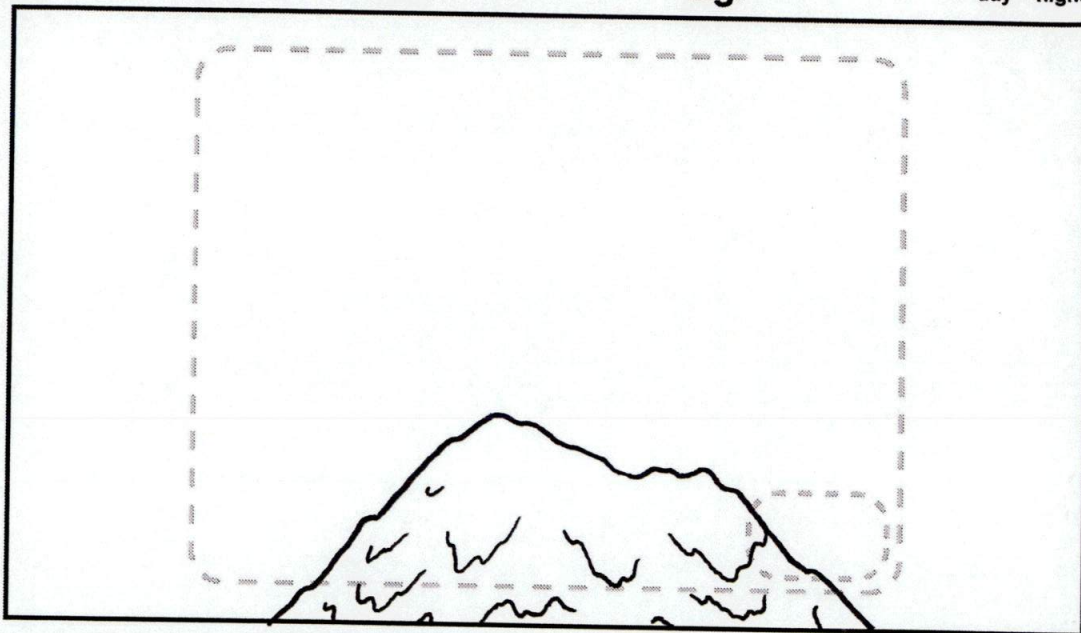


Sc. 125

Pnl. A

Bg.

day night

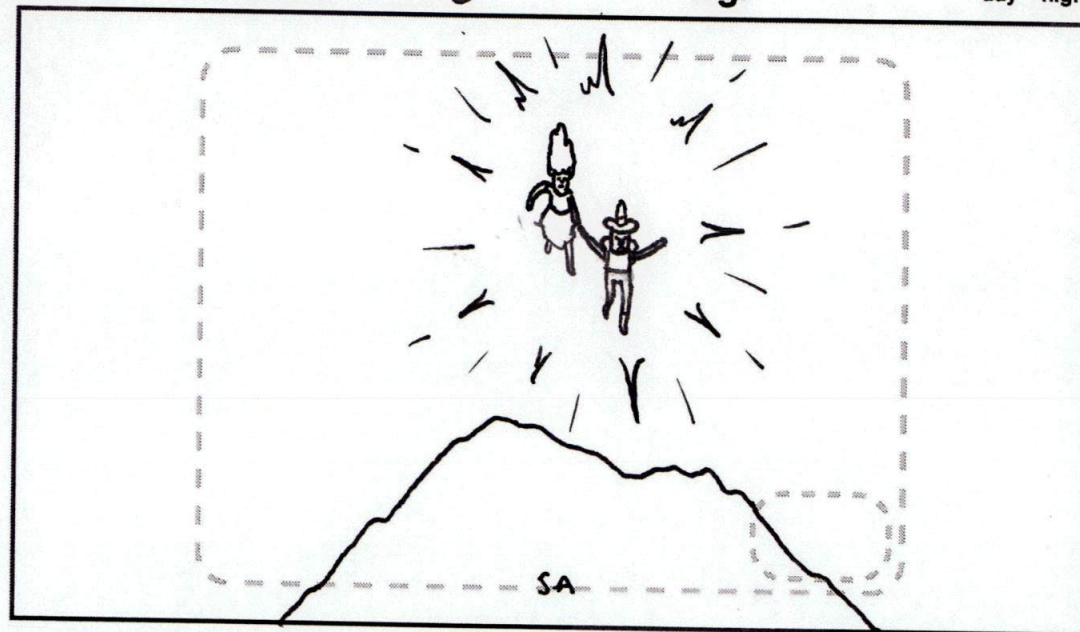


Sc. 125 *cont* Pnl. B

Bg.

Page 141

day night



Dialog:

Magician - ZAA !!

Action:

- MM TELEPORTS TO THE TOP of OLYMPUS MONS.

Timing:

SEP 18 2014

EPISODE #

1025-197

1025/197

Production:

1025/197



# ADVENTURE TIME

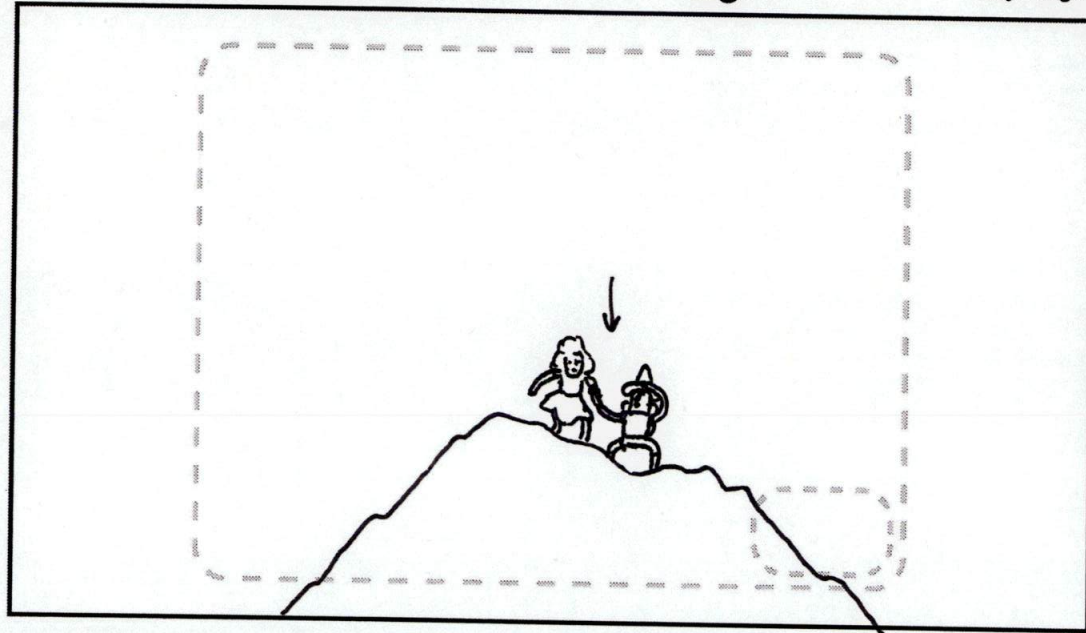


NO CUT

Sc. 125 *cont* Pnl. C

Bg.

day night

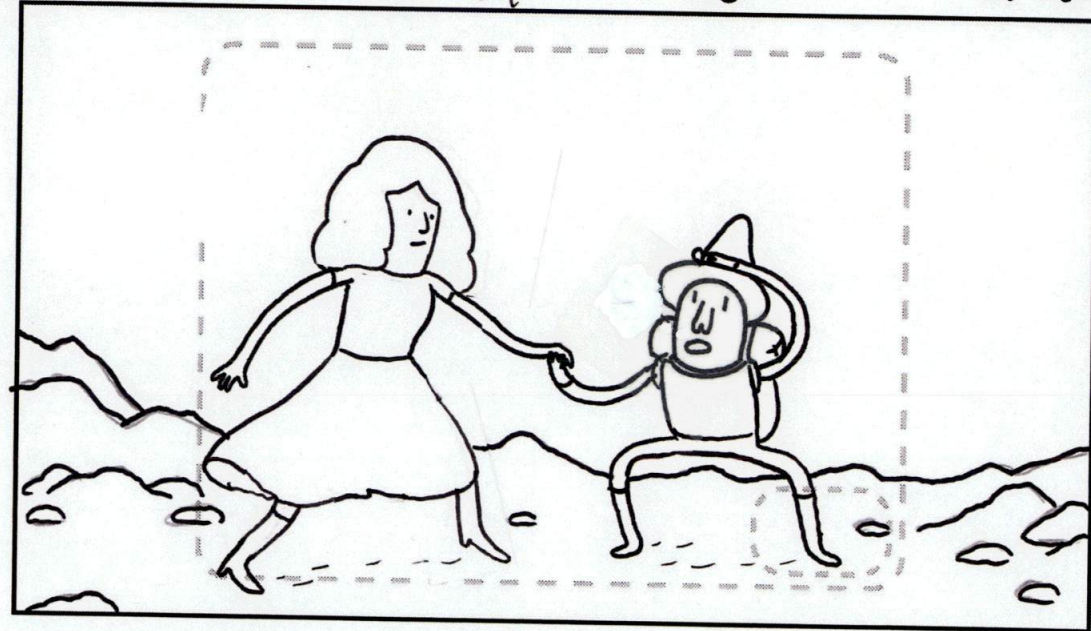


Sc. 126

Pnl. A

Bg.

Page 142  
day night



Dialog:

Magic Man / OK then

Action:

- MM + MARGES LAND.

SEP 18 2014

Timing:

EPISODE #

1025-197

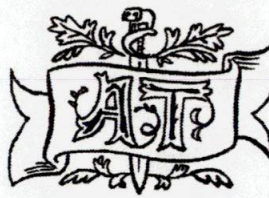
1025/197

Production:

1025/197



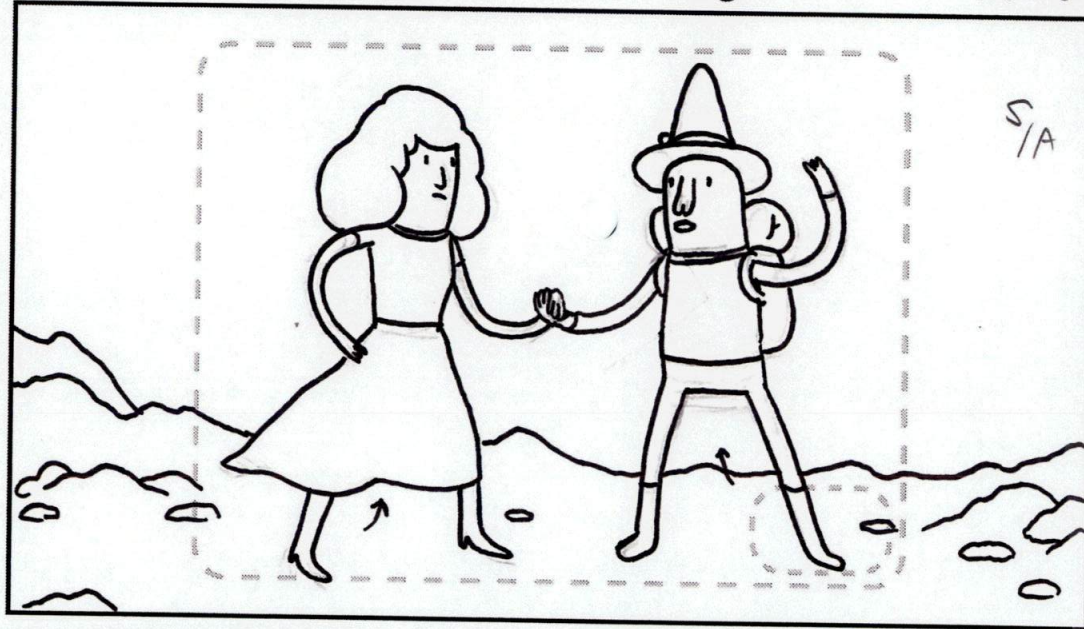
# ADVENTURE TIME



Sc. 126 *CONT* Pnl. B

Bg.

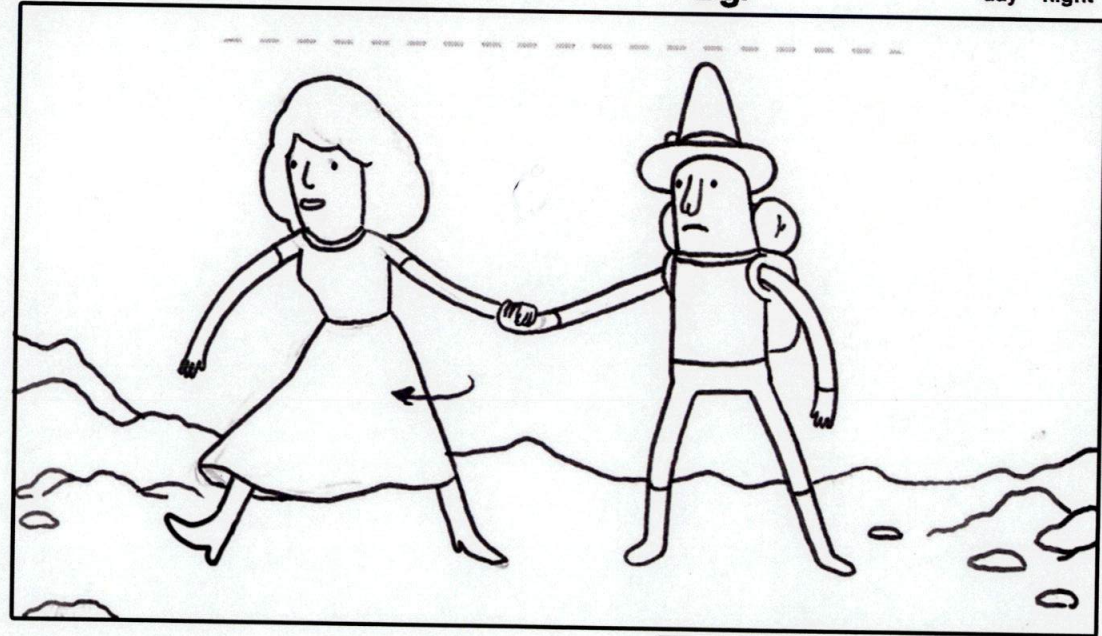
day night



Sc. 126 *CONT* Pnl. C

Bg.

day night



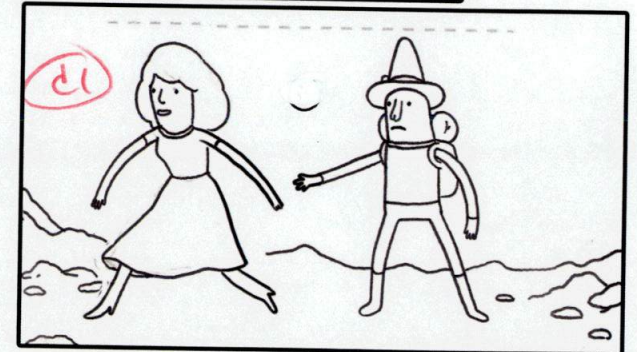
Dialog: MM / ① - Ready to initiate ③ the install?

Margles / Yes

Action:

-MARGLES TURNS AWAY

Timing:



SEP 18 2011

EPISODE #

Production:

1025/197

1025-197

1025/197



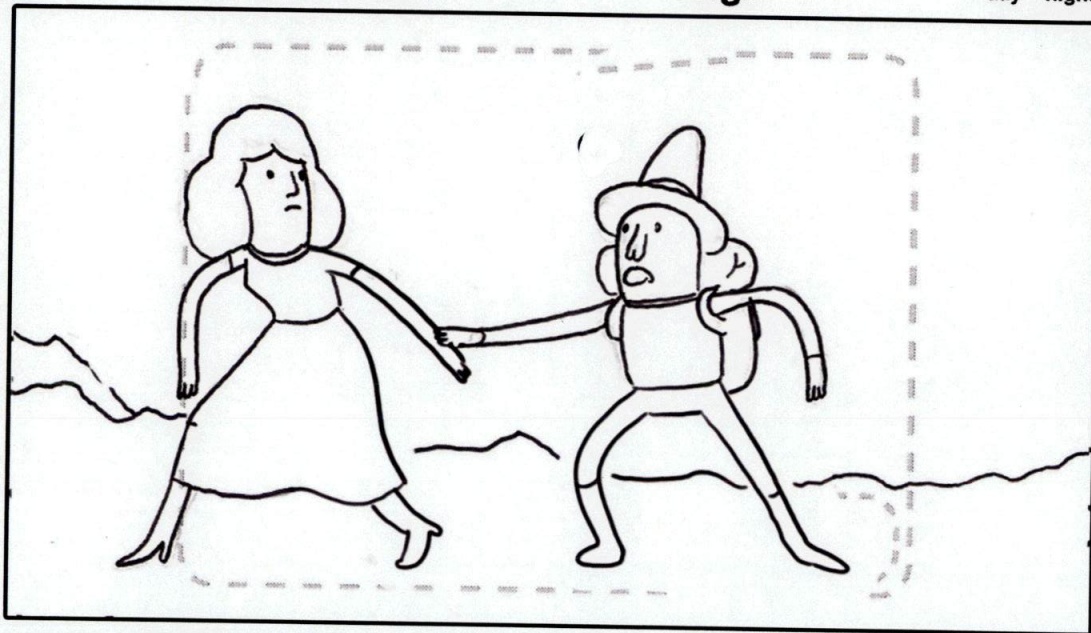
# ADVENTURE TIME



Sc. 126 CONT Pnl. D

Bg.

day night



Sc. 126 CONT Pnl. E

Bg.

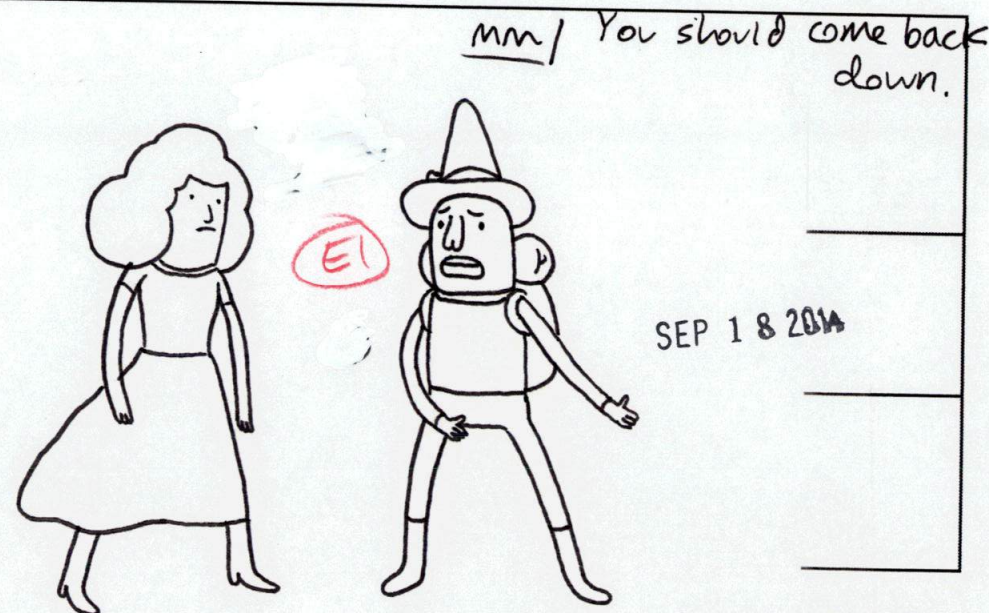
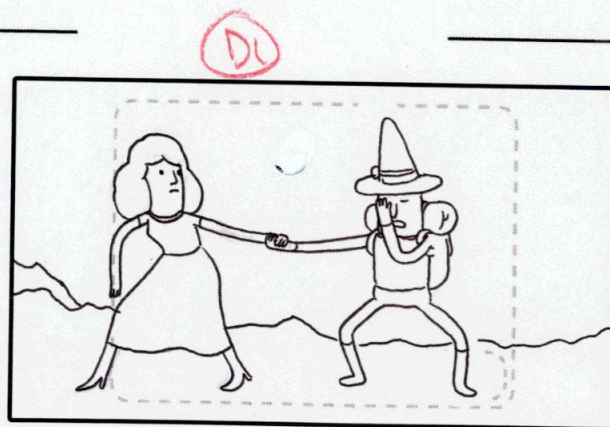
day night



Dialog: Magic Man wait! ② hold on.

Action: -MM HAS SECOND THOUGHTS

Timing:



SEP 18 2014

EPISODE #

Production:

1025-197

1025/197

1025/197



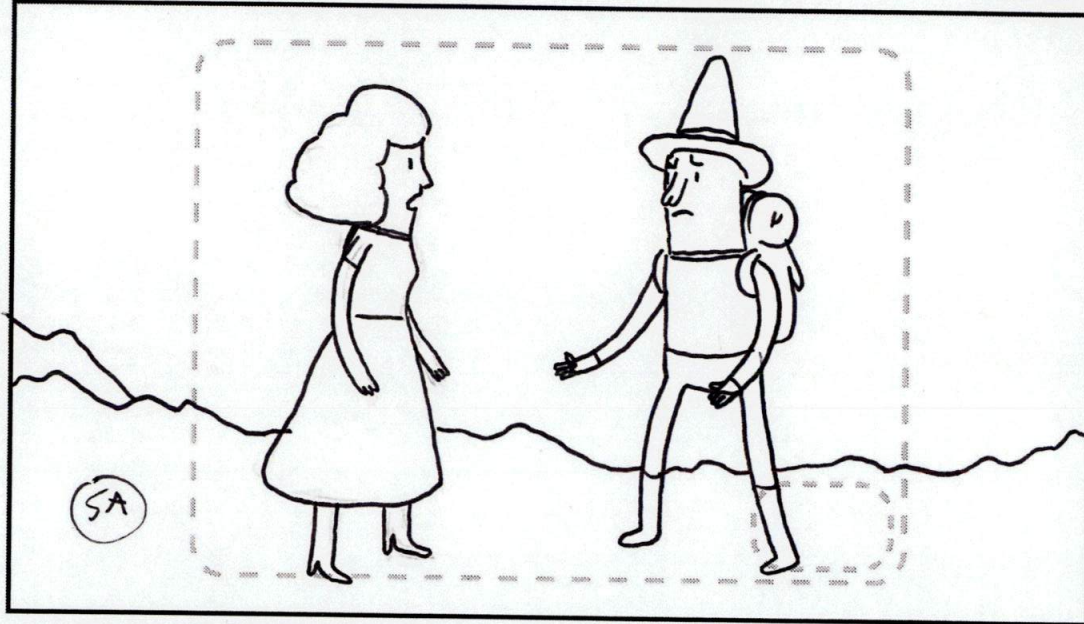


# ADVENTURE TIME

Sc. 126 CONT Pnl. F

Bg.

day night

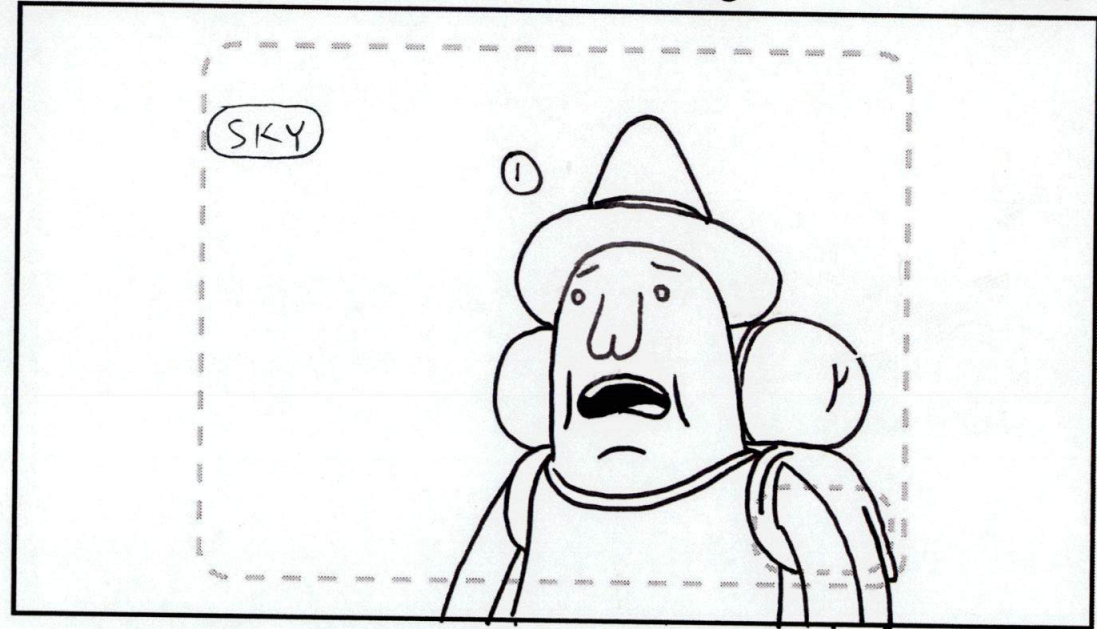


Sc. 127

Pnl. A

Bg.

day night

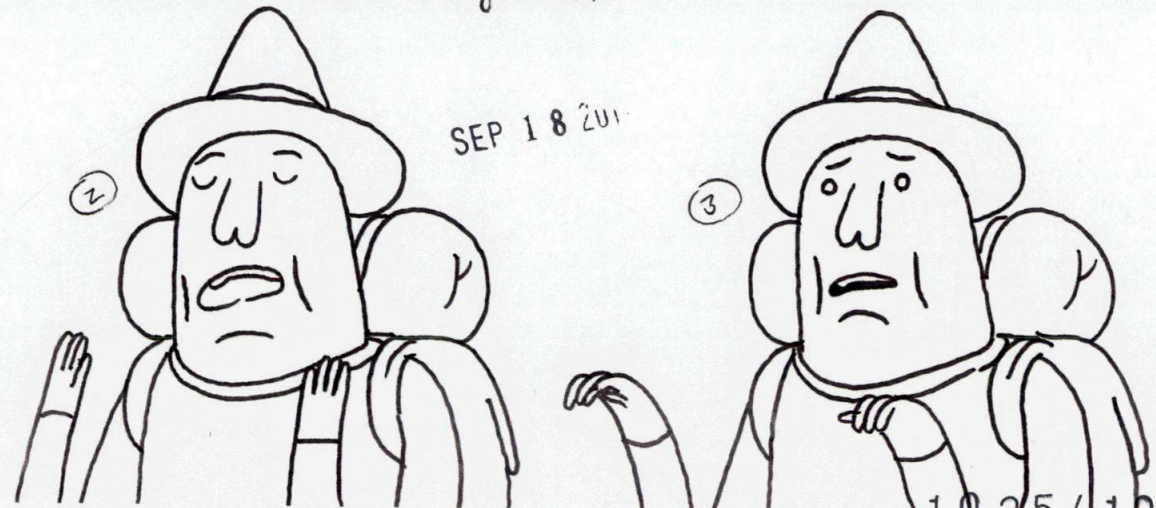


Dialog: Margles/ I gotta stop the 2nd coming of Golb.

Magicman/ ① Ahh... ② he's probably not  
③ coming back.

Action:

Timing:



EPISODE #

1025-197

1025/197

1025/197



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# ADVENTURE TIME

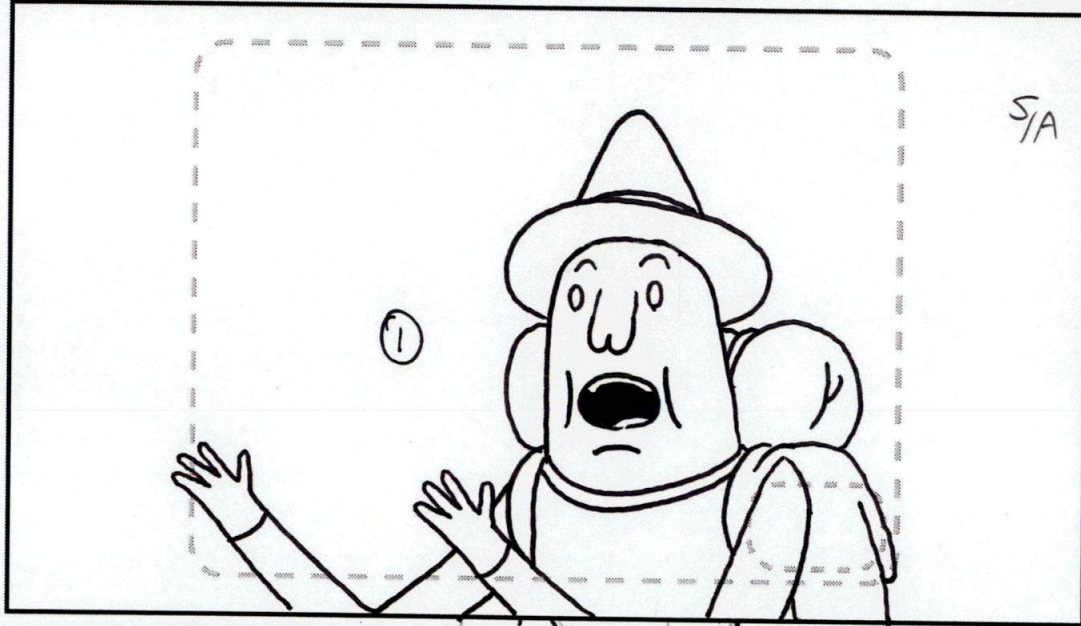


Sc.

127 CONT Pnl. B

Bg.

day night

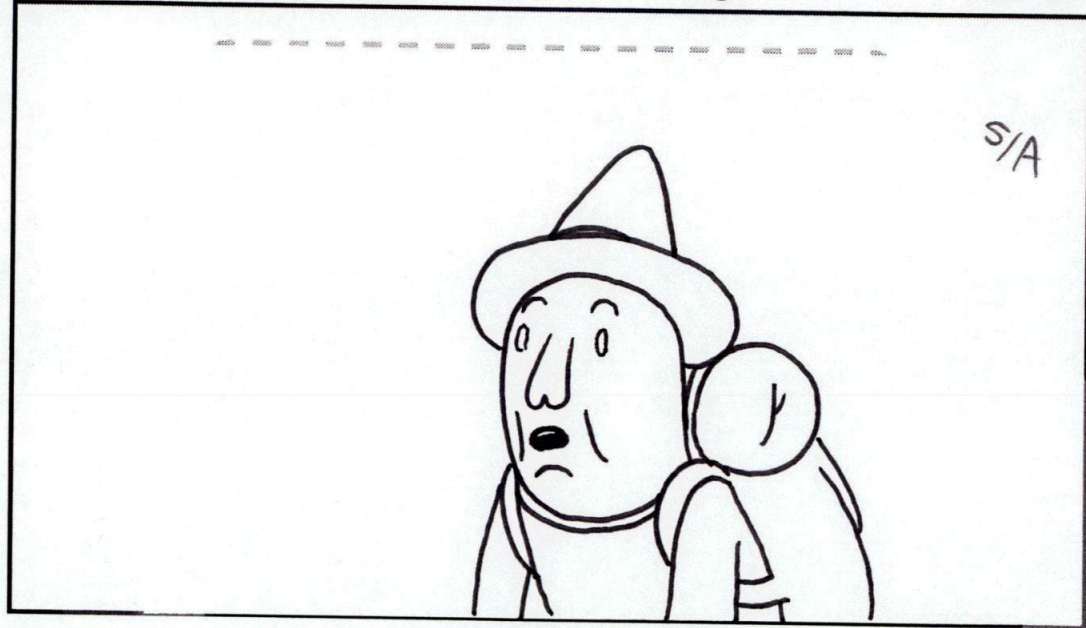


Sc.

127 CONT Pnl. C

Bg.

day night



Dialog:

Magic Man/① I wish he would! ② maybe I  
would see you again.

Action:

Timing:

mm / Original you.



SEP 18 2011

EPISODE #

Production:

1025-197

1025/197

1025/197

Page 146



# ADVENTURE TIME

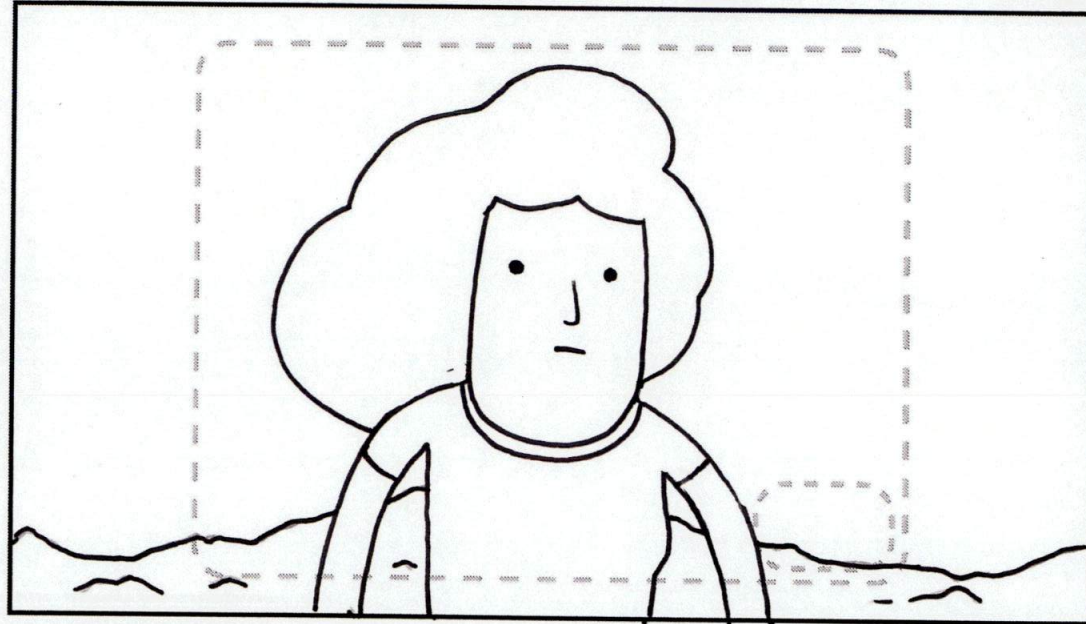


Sc. 128

Pnl. A

Bg.

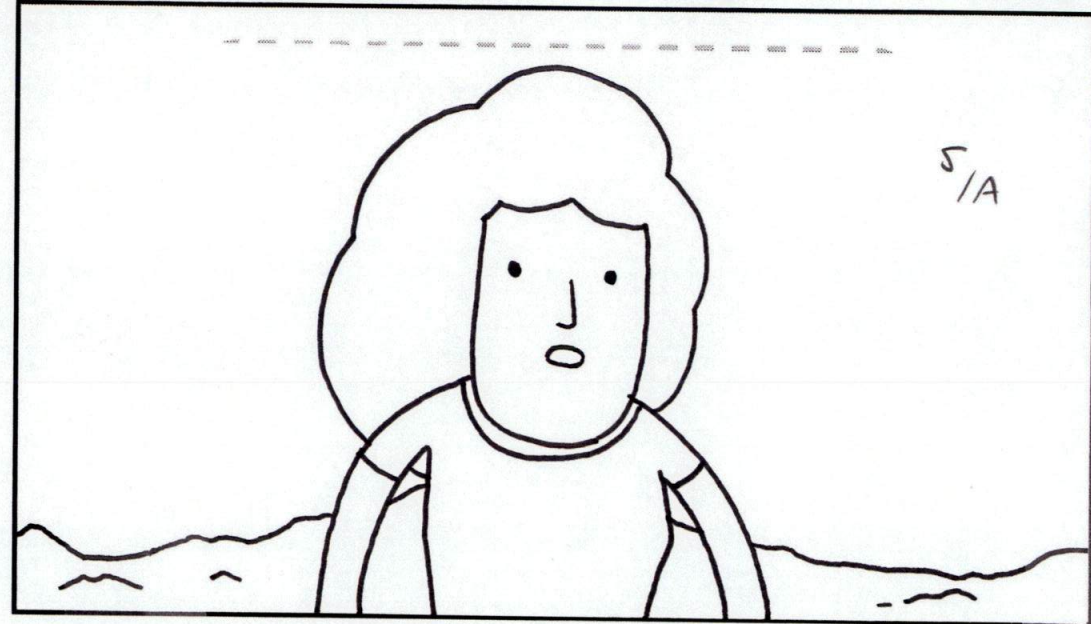
day night



Sc. 128 cont Pnl. B

Bg.

day night



Dialog: Magic Man (os)/ I looked everywhere you know

Margles/ So what.

Action:

Timing:

SEP 18 201

Page 147

EPISODE #

Production:

1025-197

1025/197

1025/197



# ADVENTURE TIME

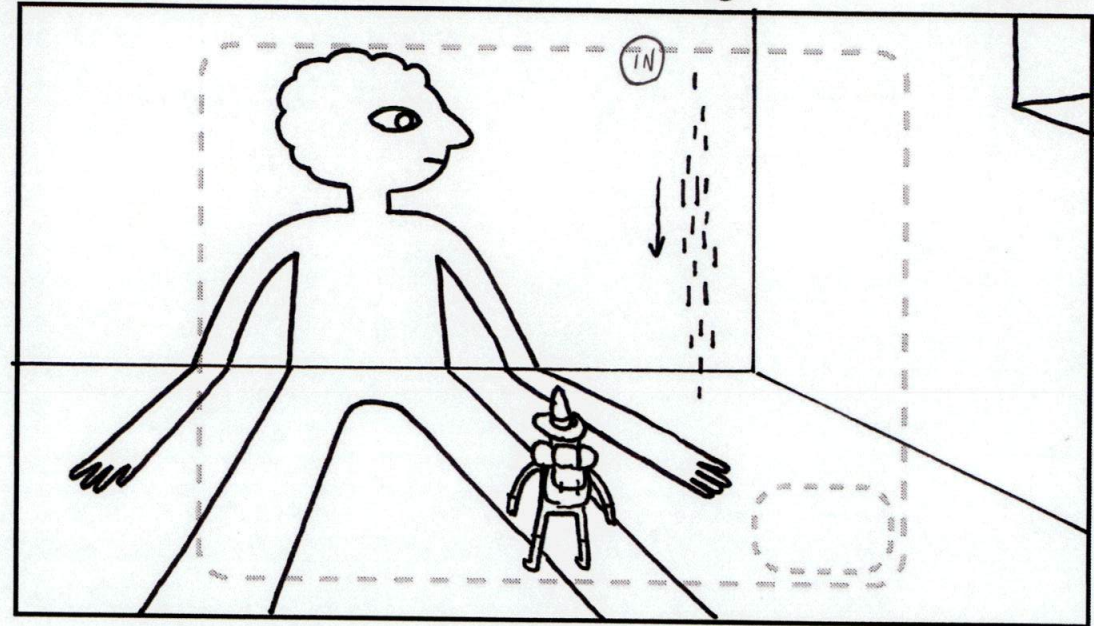


Page 148

Sc. 128 CONT Pnl. C Bg. day night



Sc. 129 Pnl. A Bg. day night



Dialog: Magic Man / (os) Every dimension, every dead world...

MM (os) / I even wished you back in Prismo's time room.

Action: -MARGLES NARROWS HER EYES.

-PRISM BEAMS CAME DOWN ON/S

SEP 18 2014

Timing:

EPISODE #

Production:

1025/197 1025-197

1025/197



# ADVENTURE TIME

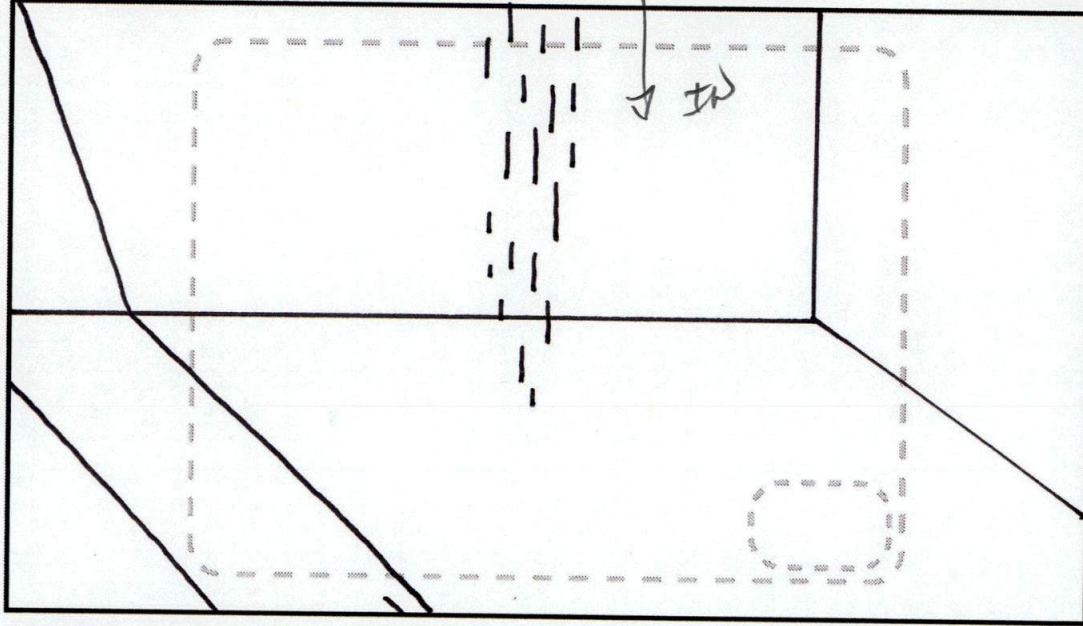


Sc. 130

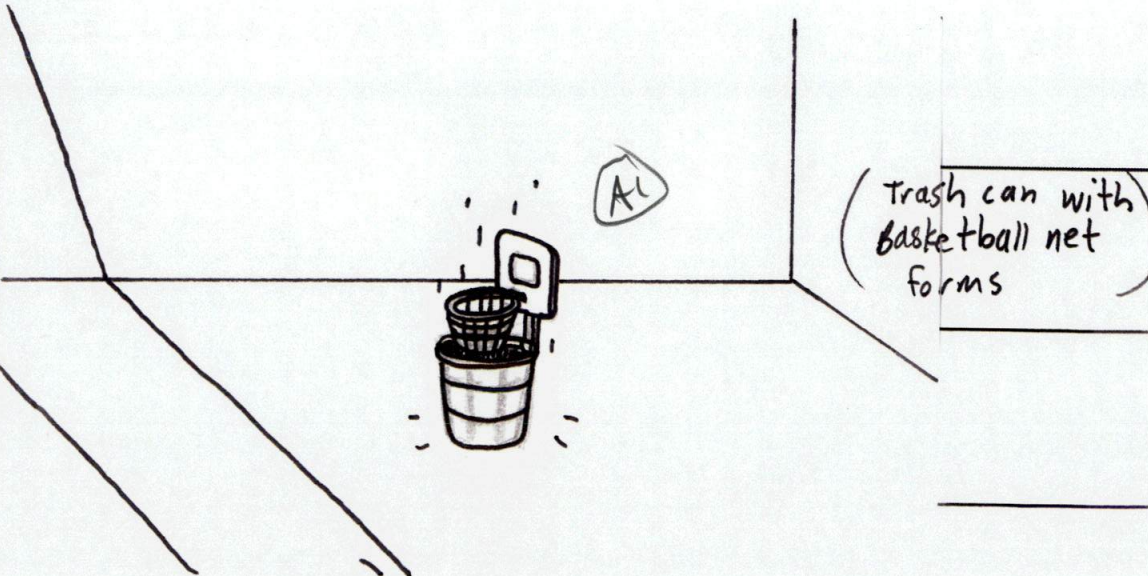
Pnl. A

Bg.

day night



Dialog:

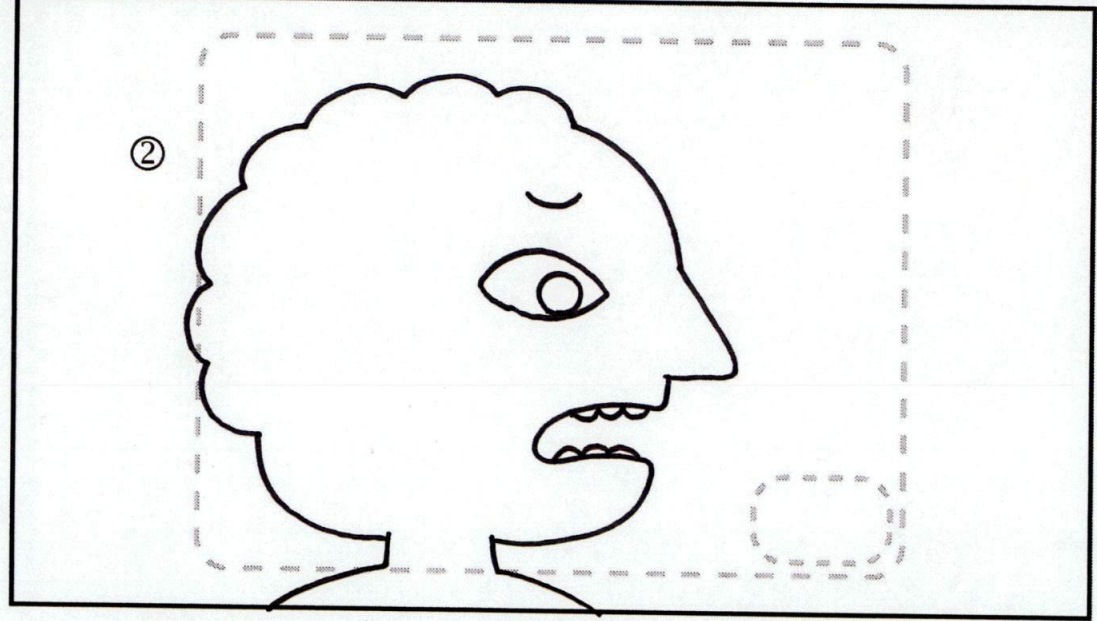


Sc. 131

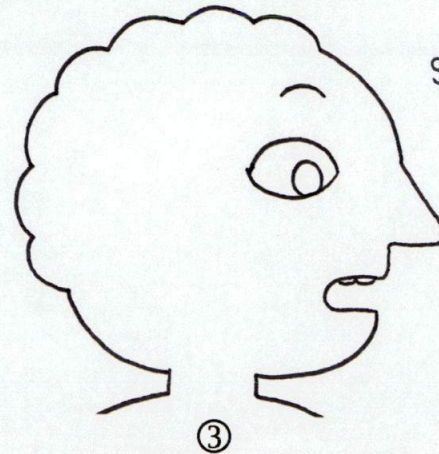
Pnl. A

Bg.

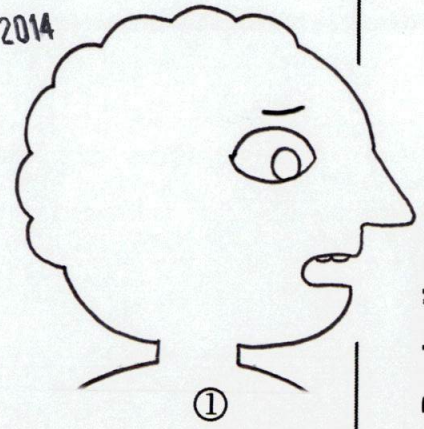
day night



Prismo/OBALLS man, that has never happened before.



SEP 18 2014



1025/197

EPISODE #

Production:

1025-197

1025/197



# ADVENTURE TIME

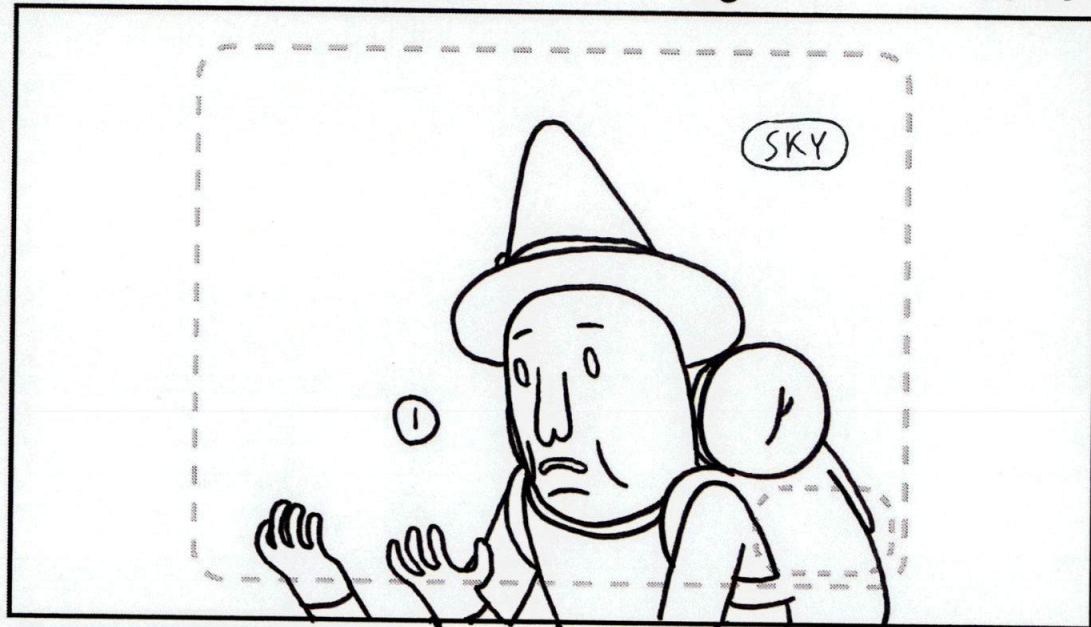


Sc. 132

Pnl. A

Bg.

day night



Sc.

132 cont Pnl. B

Bg.

day night



Dialog:

Magic Man / ① But you were gone. ② erased.

Action:

Timing:



Magic Man / Only existing here --

-MM points to head

SEP 18 2014

EPISODE #

1025-197

1025/197

Production:

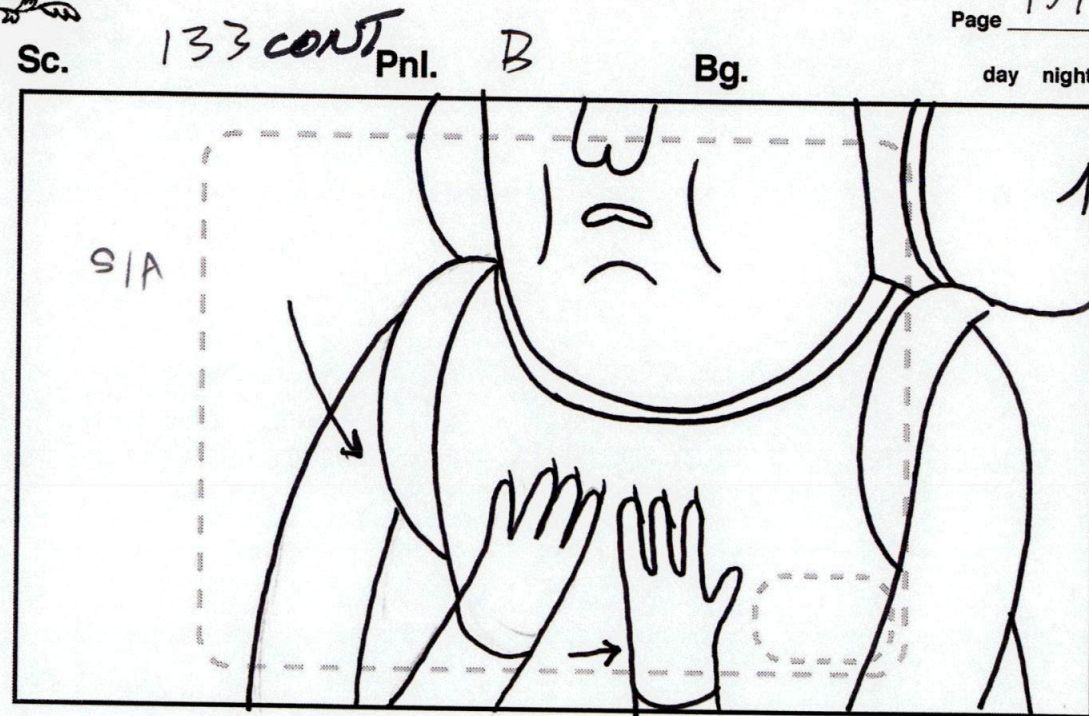
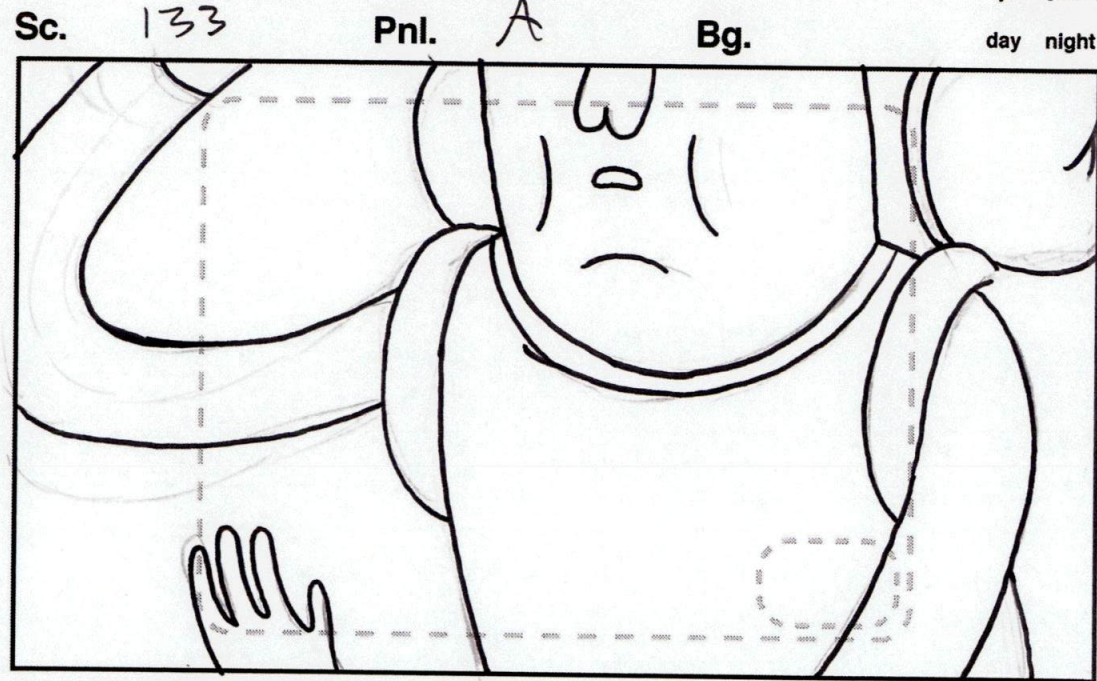
1025/197



# ADVENTURE TIME



Page 181



Dialog:	<u>Magic Man/</u> and _____ → here
Action:	-MM presses hands against his heart (chest cavity)
Timing:	SEP 18 2014

EPISODE #

Production:

1025-197

1025/197



# ADVENTURE TIME



Sc. 134

Pnl. A

Bg.

day night



Sc. 134 CONT

Pnl. B

Bg.

day night



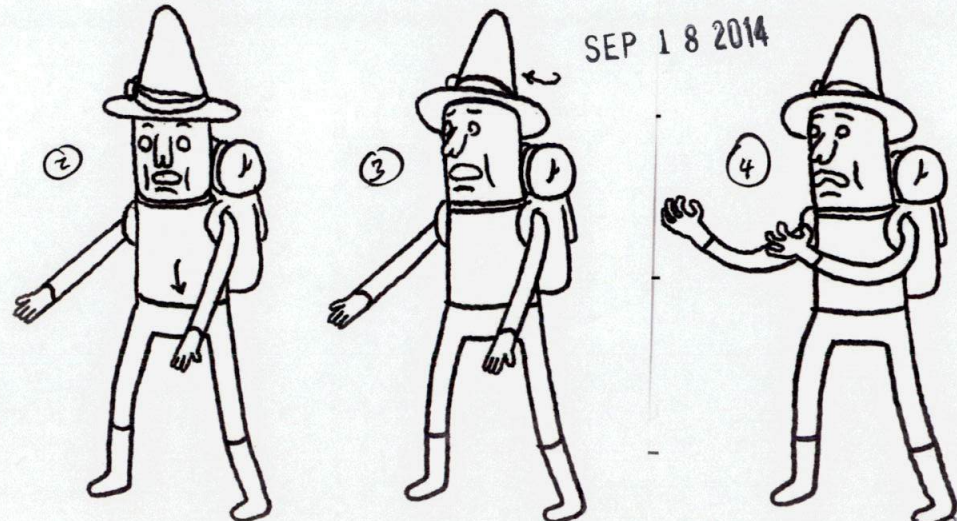
Dialog:

MM/ For hundreds of years I held that sadness

Action:

Timing:

MM/ ① Until my magic and ② science were ③ strong enough to ④ create you from my nightmares.



EPISODE #

Production:





# ADVENTURE TIME

Sc. 135

Pnl. A

Bg.

day night



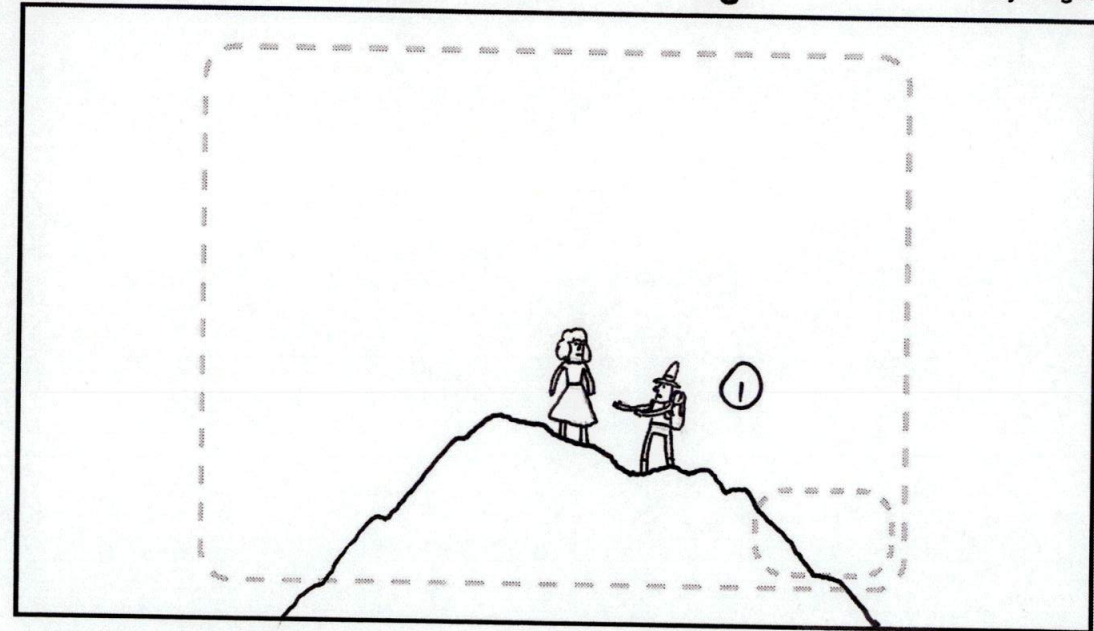
Sc. 136

Pnl. A

Bg.

Page 153

day night



Dialog: Margles / ① Then let me do ② what you built me for.

MagicMan / GASP ②

Action:

Timing:



- MARGLES  
STARTS  
GLOWING



SEP 18 2014

③



EPISODE #

Production:

1025-197

1025/197

1025/197



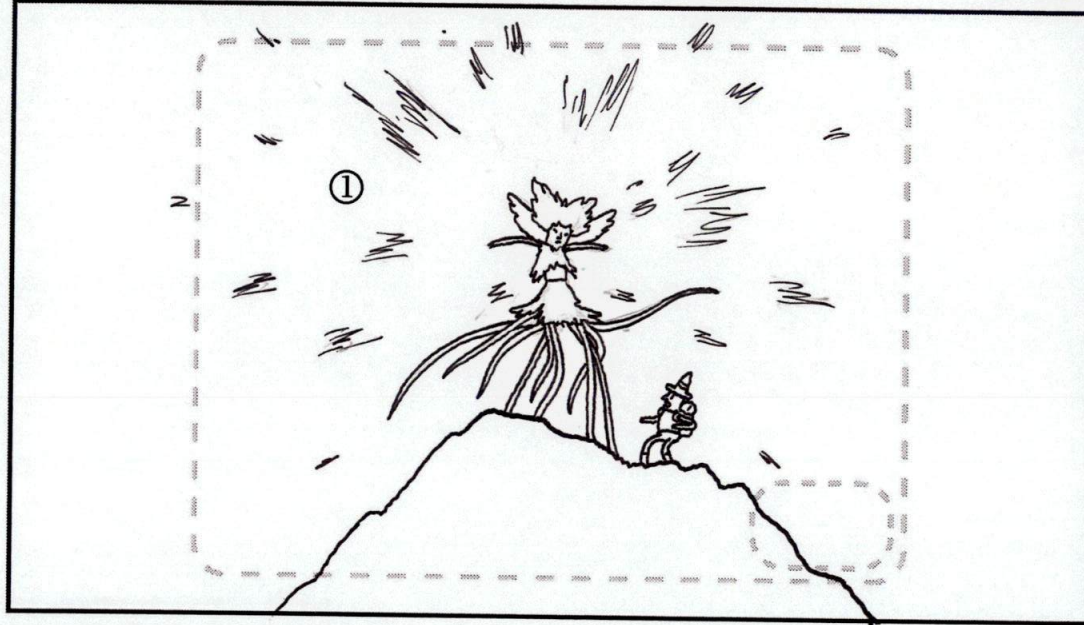
# ADVENTURE TIME



Sc. 136 *CONT* Pnl. B

Bg.

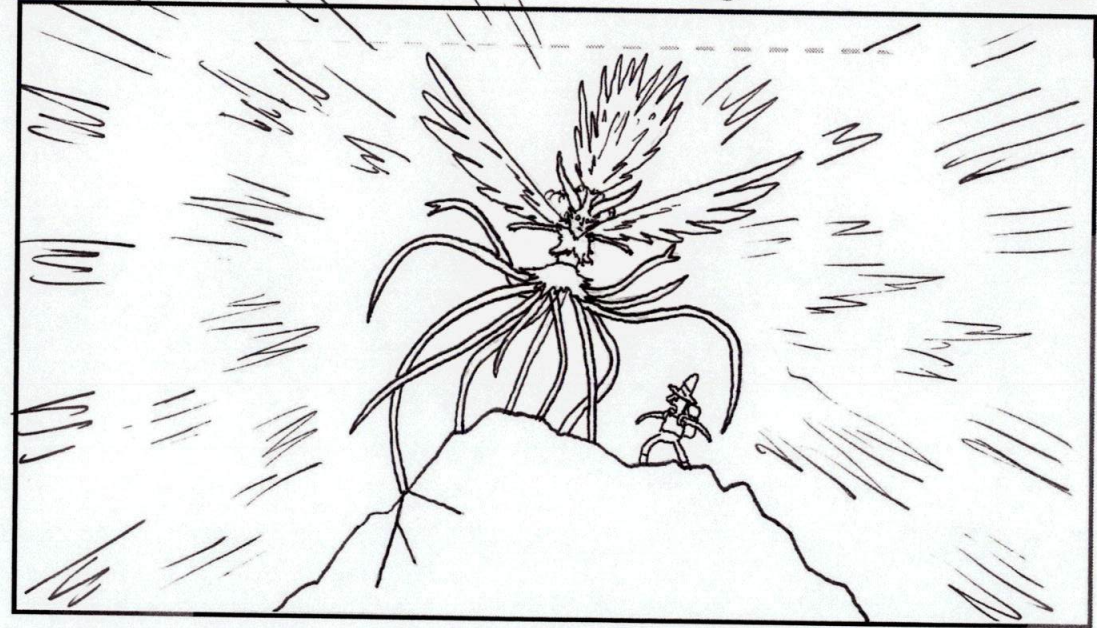
day night



Sc. 136 *CONT* Pnl. C

Bg.

Page 154  
day night



Dialog:

*Magic Man! I take it back ahh!!*

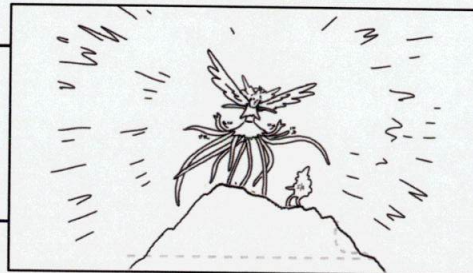
Action:

*-MARGARET TRANSFORMS INTO HER INSTALLATION MODE.*

SEP 18 2014

Timing:

②



EPISODE #

1025-197

1025/197

Production:

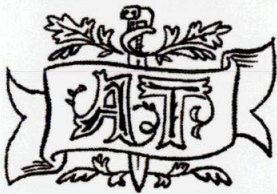
1025/197



1025/197

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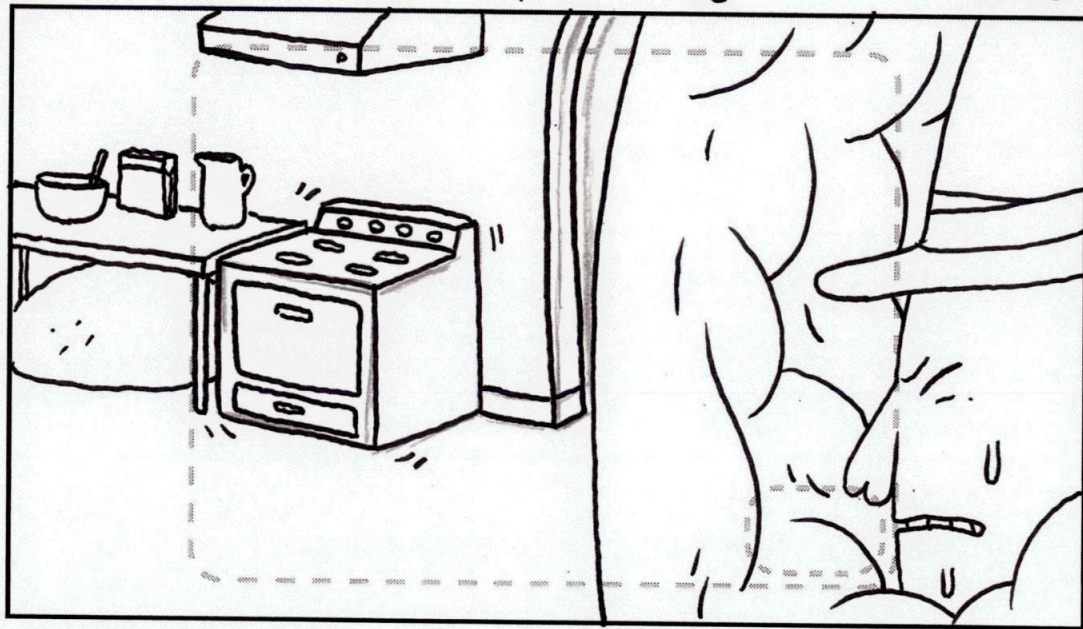
ADVENTURE TIME



Sc. 137 Pnl. A Bg. day night



Sc. 138 Pnl. A Bg. day night



Dialog:	Magic Man / (grumbling like in an uncomfortable sleep)	SFX / Bump! Bump!
Action:	(mouth twitching eyebrows twitching) (sweatbeads dripping)	(stove shaking)
Timing:		

SEP 18 2014

EPISODE #

Production:

1025-197

1025/197

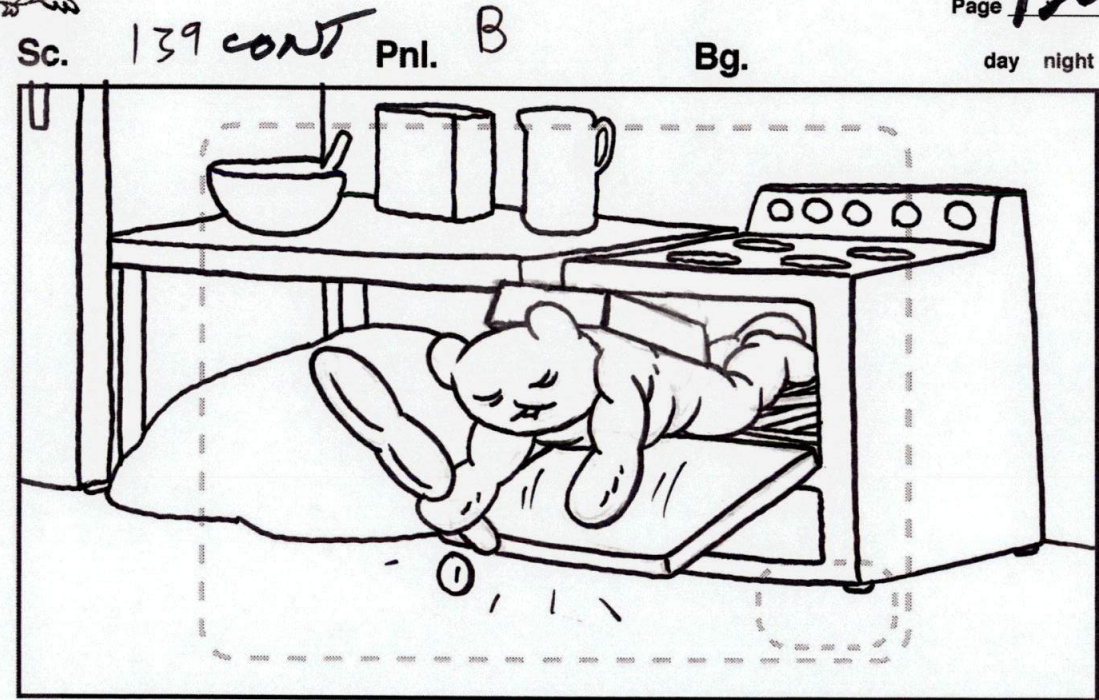
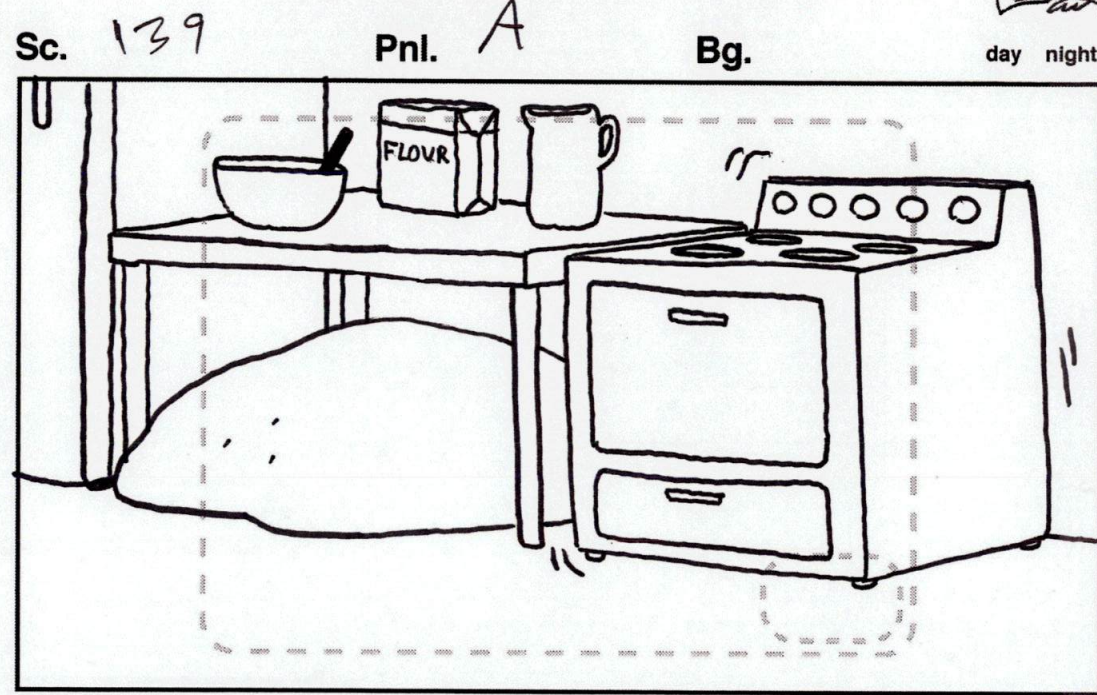
1025/197



# ADVENTURE TIME



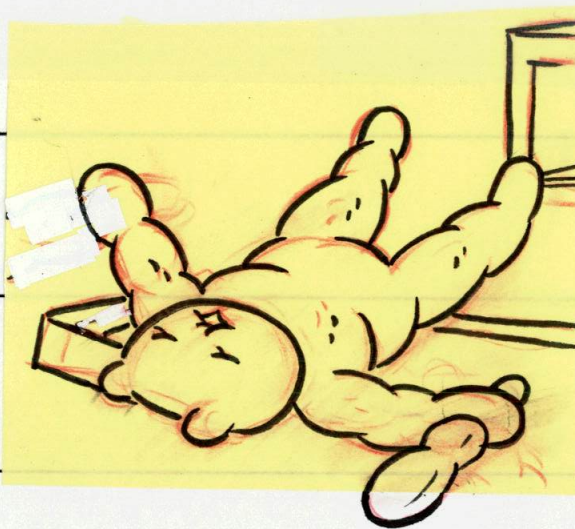
Page **156**



Dialog: *SFX/ BUMP! BUMP! BUMP!*

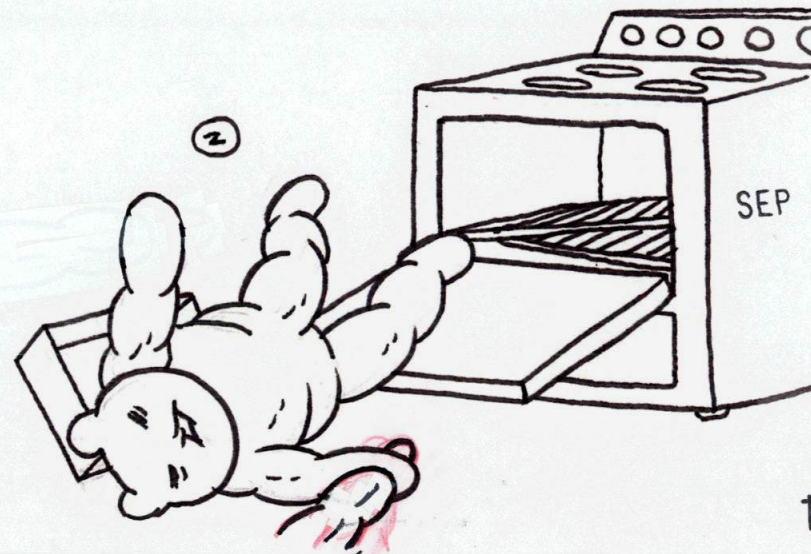
Action:

Timing:



OVEN FALLS OPEN, BREAD FINN TUMBLES OUT.

Bread Finn/ *HVAHGH!!*



SEP 18 2014

1025/197

EPISODE #

Production:

1025-197

1025/197

1025/197



# ADVENTURE TIME

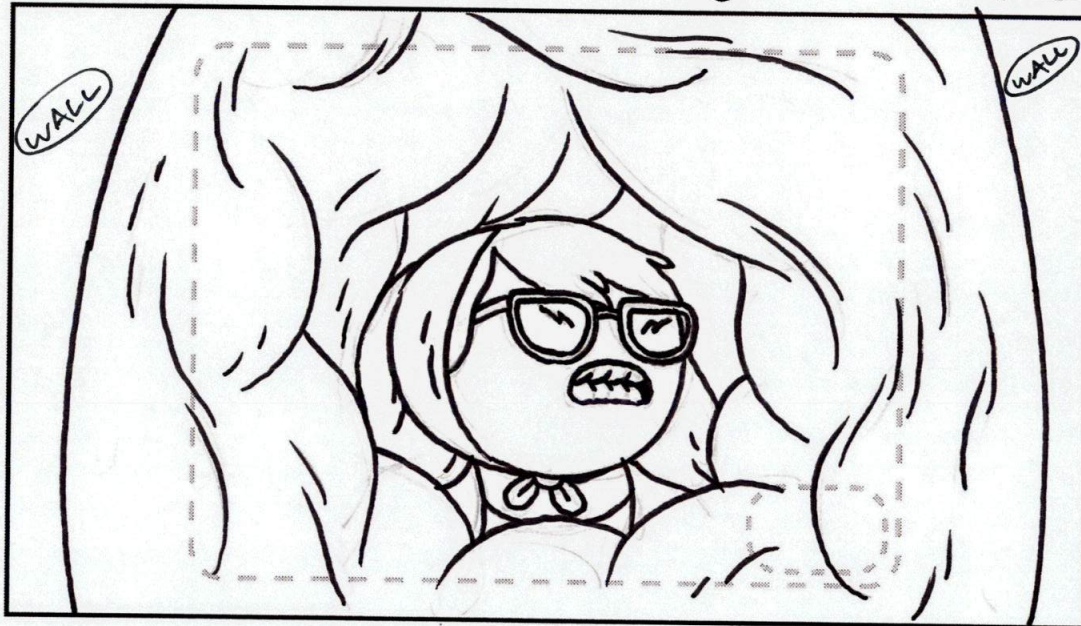


Sc. 140

Pnl. A

Bg.

day night

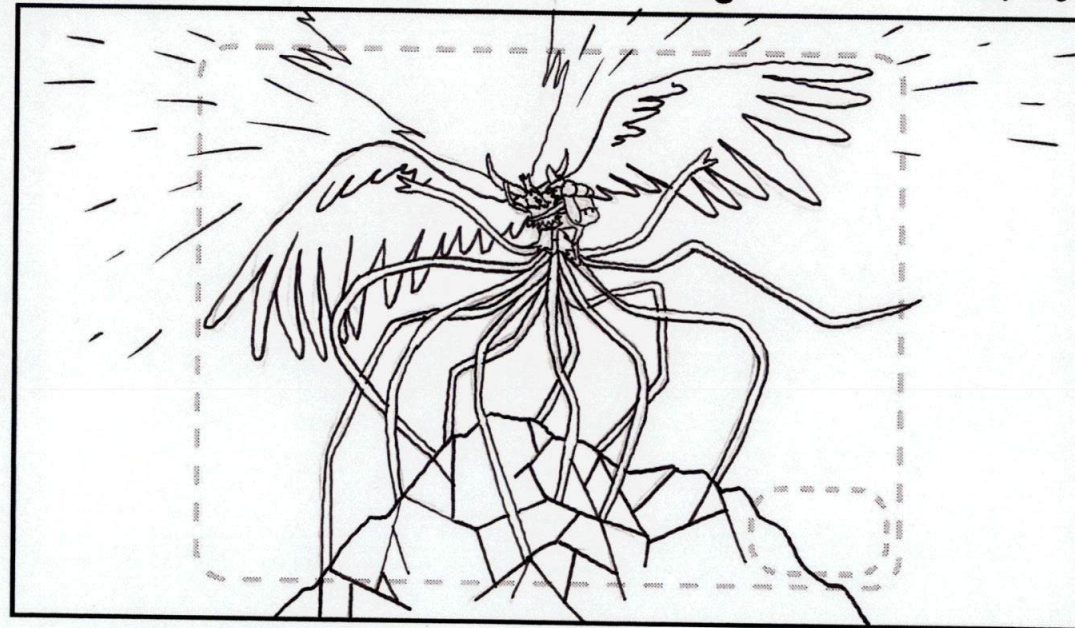


Sc. 141

Pnl. A

Bg.

Page 157  
day night



Dialog:

Betty / hngg!

Magic Man / Don't activate Margles!

Action:

SEP 18 2014

Timing:

EPISODE #

1025-197

1025/197

Production:

1025/197



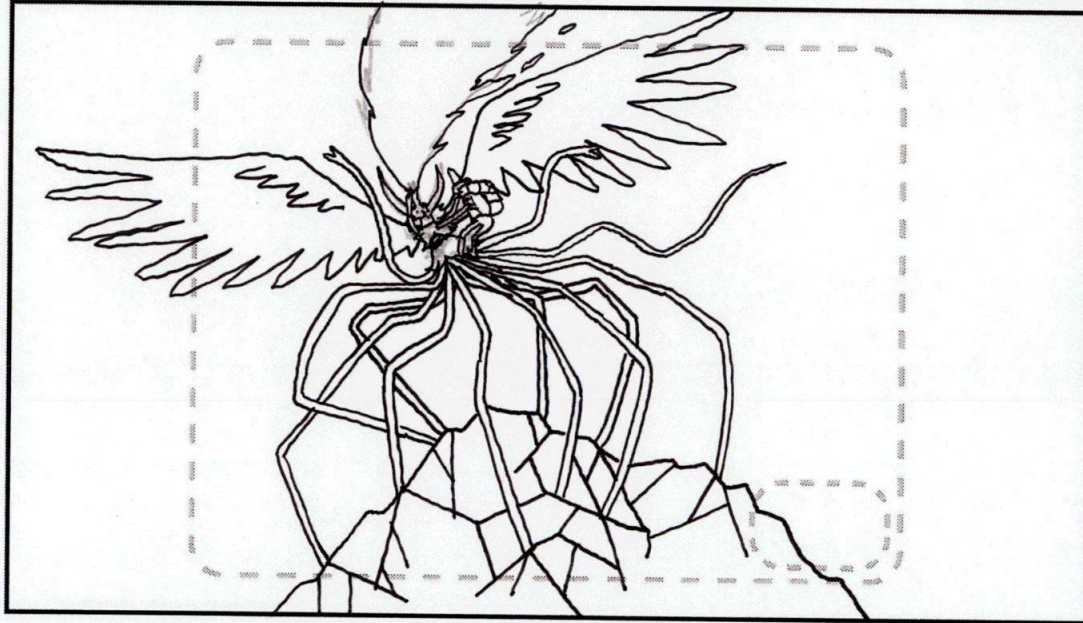
# ADVENTURE TIME



Sc. 141 *cont* Pnl. B

Bg.

day night

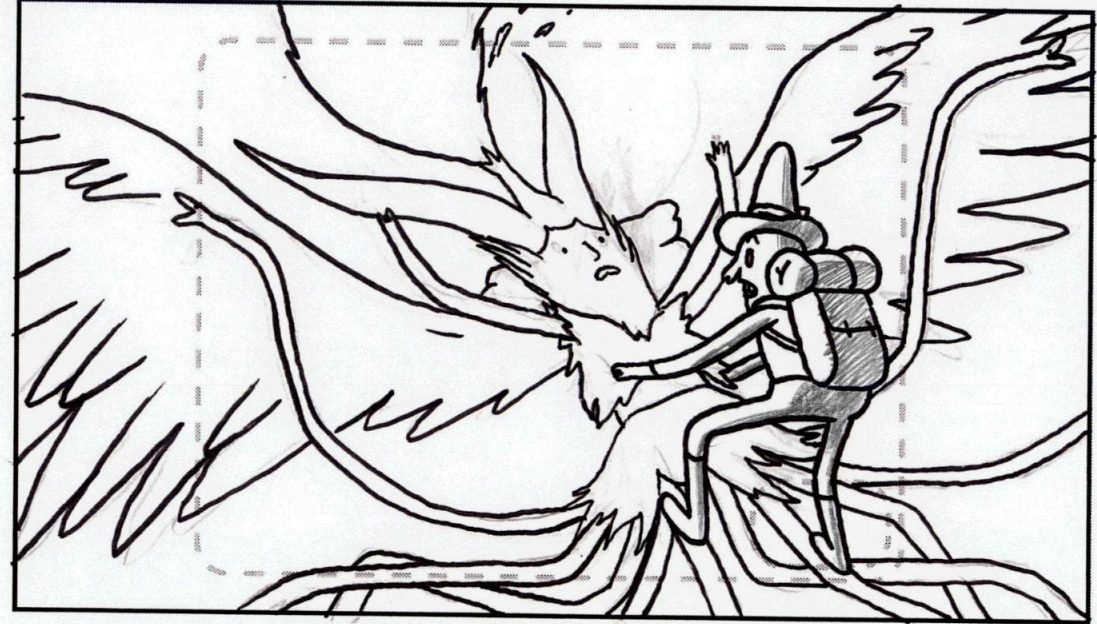


Sc. 142

Pnl. A

Bg.

day night



Dialog:

Magic Man/ You came from me, so you gotta under-stand!

Maigles/ I came from --

Action:

Timing:

SEP 18 2014

EPISODE #

Production:

Page 158

1025-197

1025/197

1025/197



1025/197

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# ADVENTURE TIME



Sc. 142 CONT Pnl. B

Bg.

day night

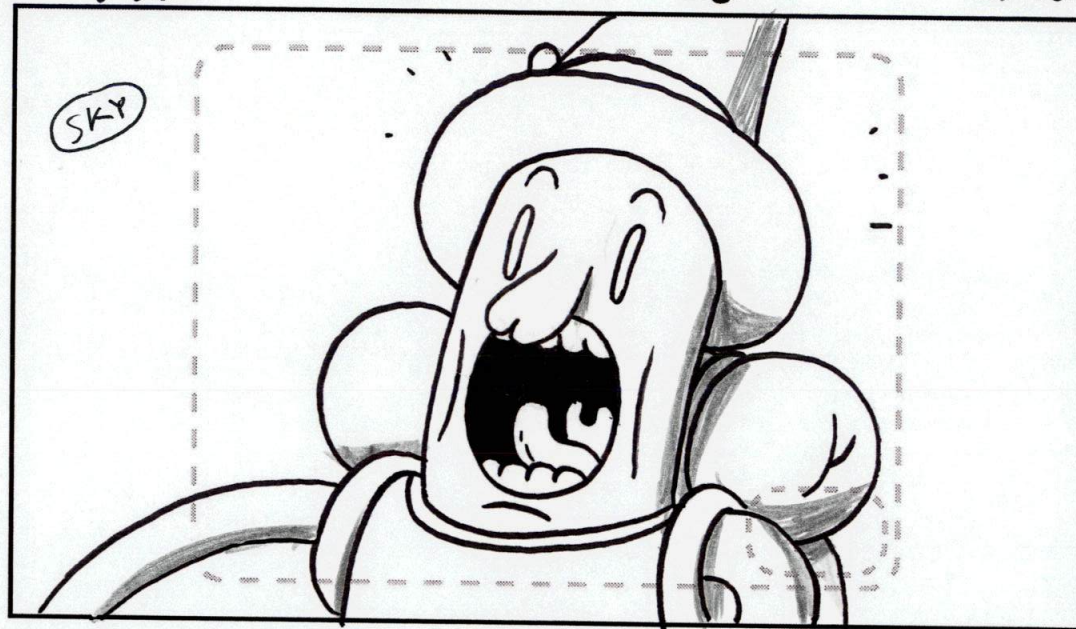


Sc. 143

Pnl. A

Bg.

Page 159  
day night



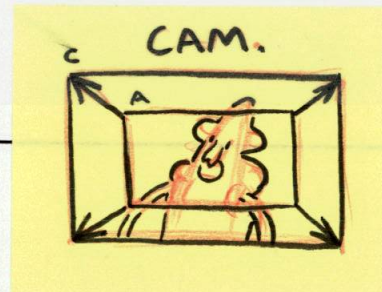
Dialog: Maigles! - your nightmares!



Magic Man! AIEEE!!

Action:

Timing:



SEP 18 2014

EPISODE #

Production:

1025-197

1025/197

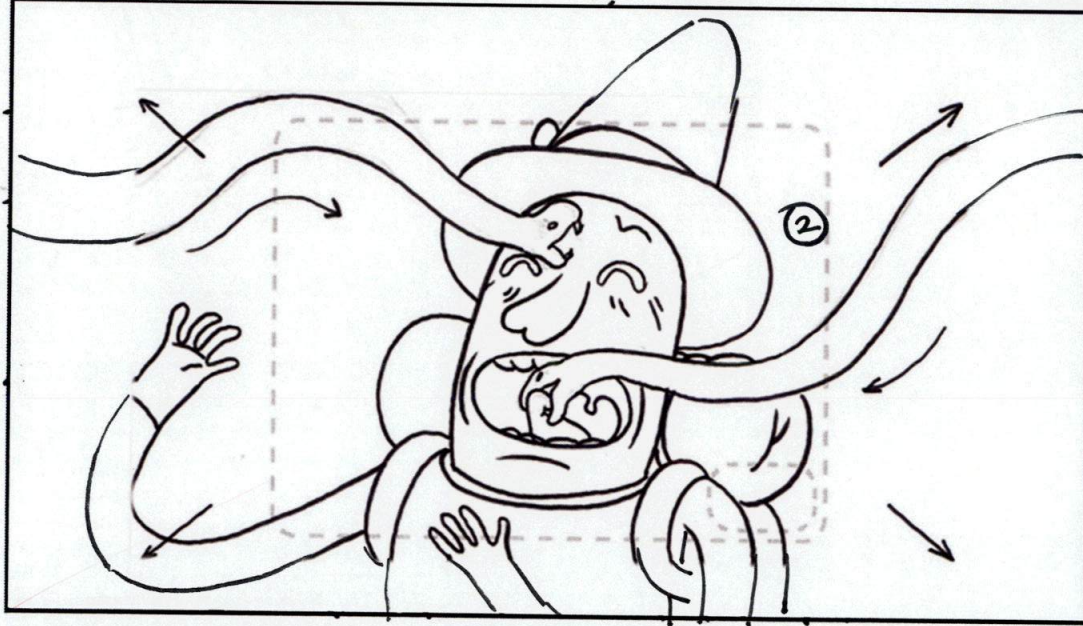
1025/197



# ADVENTURE TIME



Sc. 143 CONT Pnl. B Bg. day night

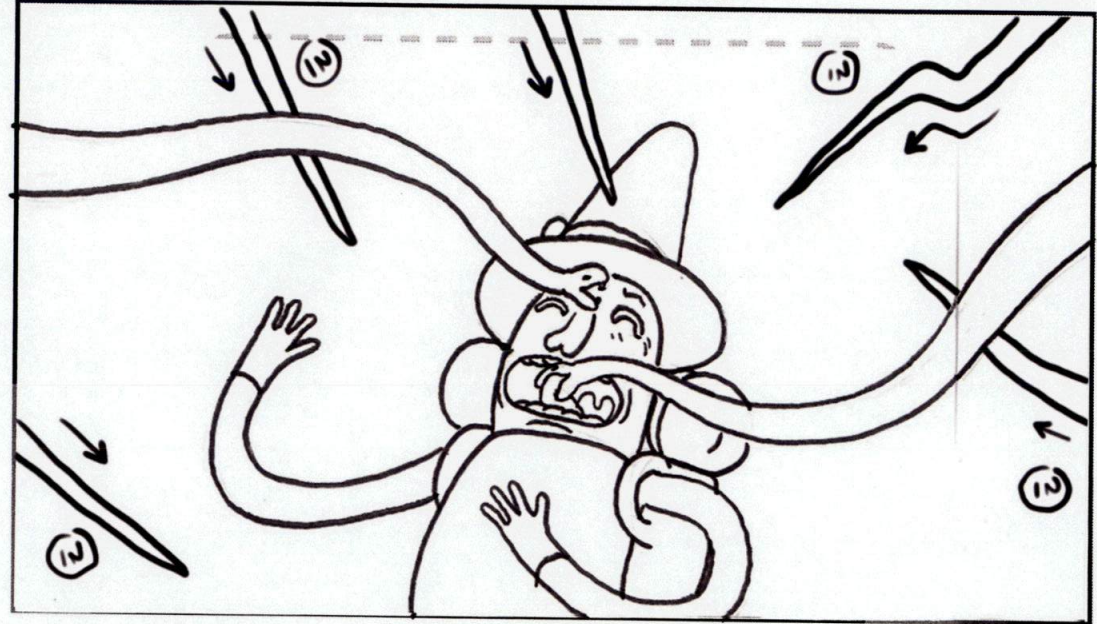


Dialog: MagicMan/ EEE!!!

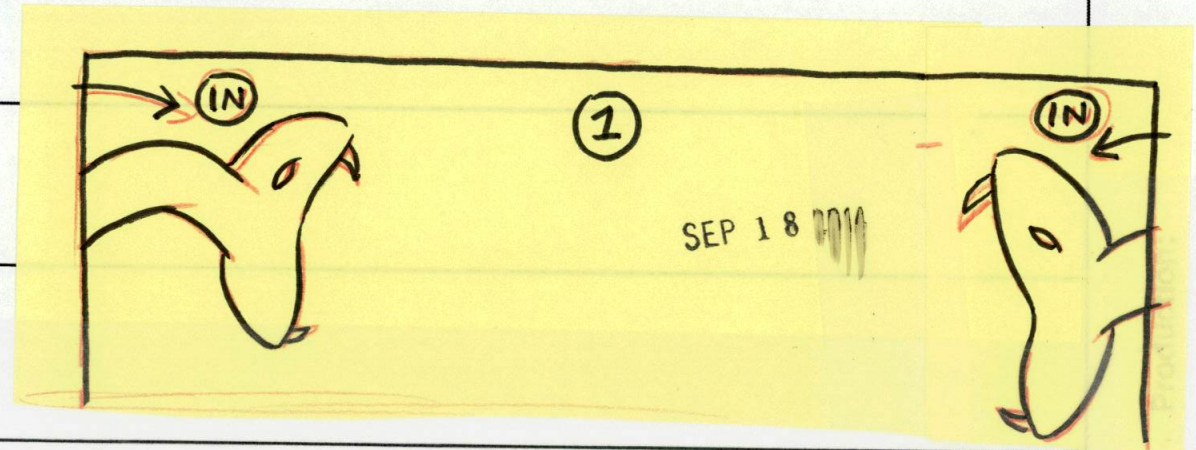
Action: : Truck out :  
- MARGE'S SNAKE TENTACLES BITE MM.

Timing:

Sc. 143 CONT Pnl. C Bg. day night Page 160



MM/ EEE --



EPISODE #

1025-197

1025/197



1025/197

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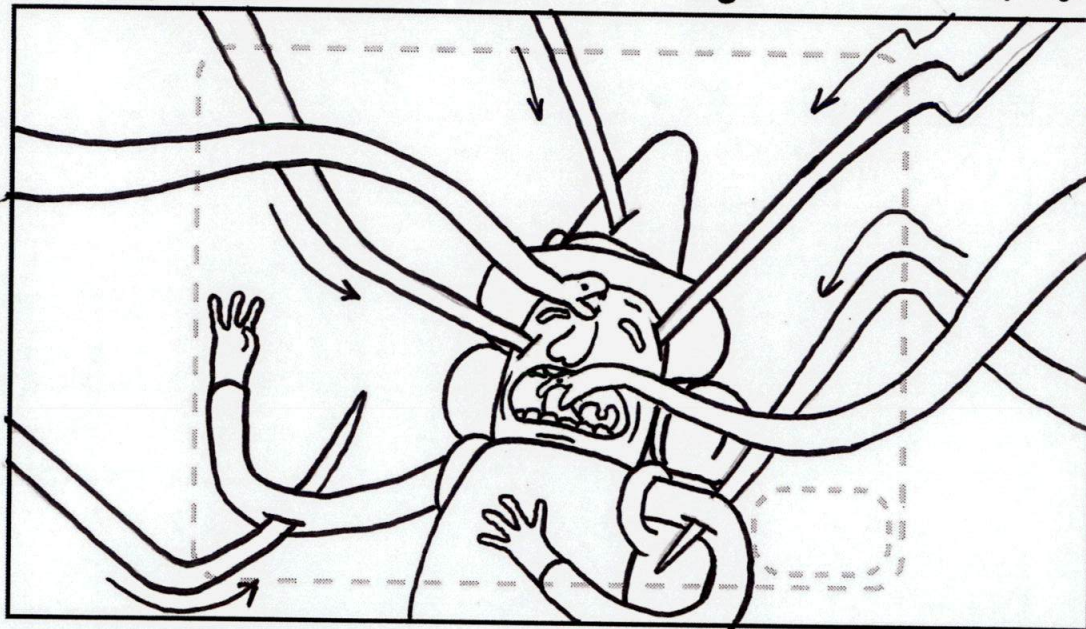
# ADVENTURE TIME



Sc. **143 cont** Pnl. **D**

Bg.

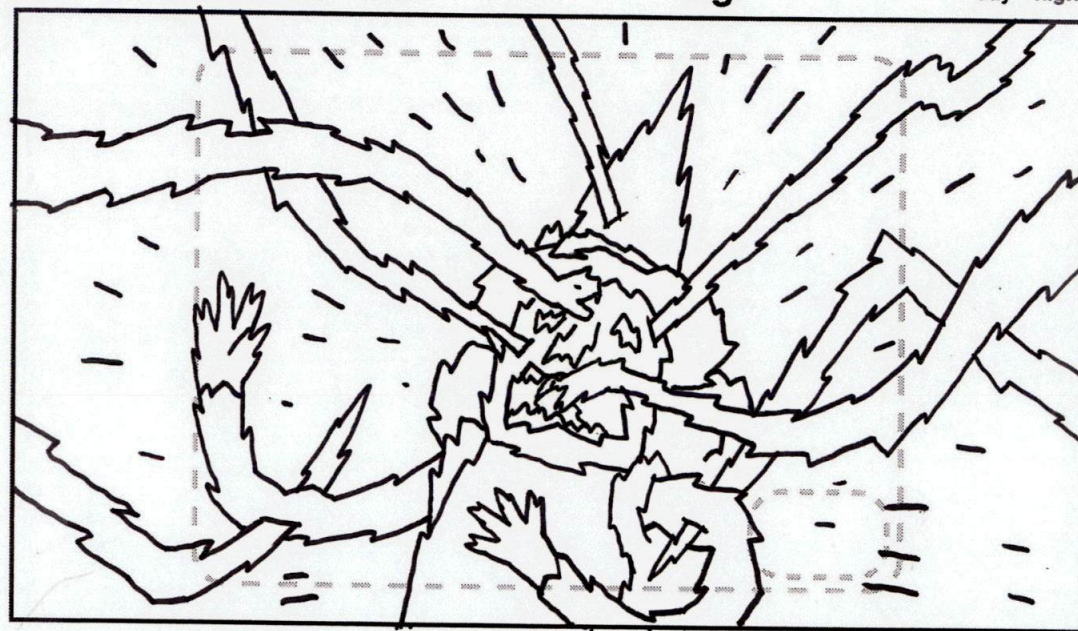
day night



Sc. **143 cont** Pnl. **E**

Bg.

day night



Dialog:

mm/ EEE

SFX/ZAP

Action:

-TENTACLES MERGE  
WITH MM.

-MM's shirt gets  
shredded  
hat ribbon  
comes undone

Timing:

SEP 18 2014



1025/197

EPISODE #

Production:

1025-197

1025/197





# ADVENTURE TIME

Sc. 144

Pnl. A

Bg.

day nig

Page 162  
day night

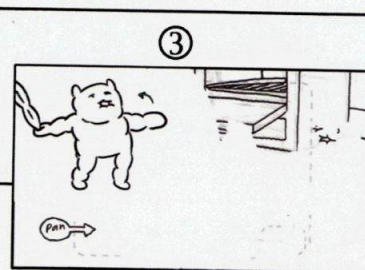
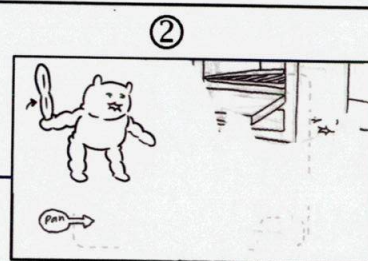
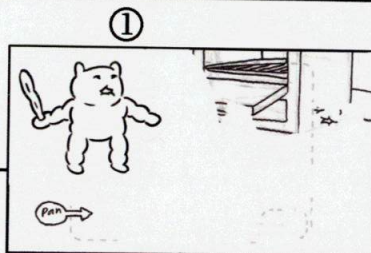


Dialog: Bread Finn/ MWVH! MWVH!

Action: - BREAD FINN REELS INTO FOREGROUND, AND BACK  
truck out and pan at same time

SEP 1 8 2011

Timing:



Production:

1025/197



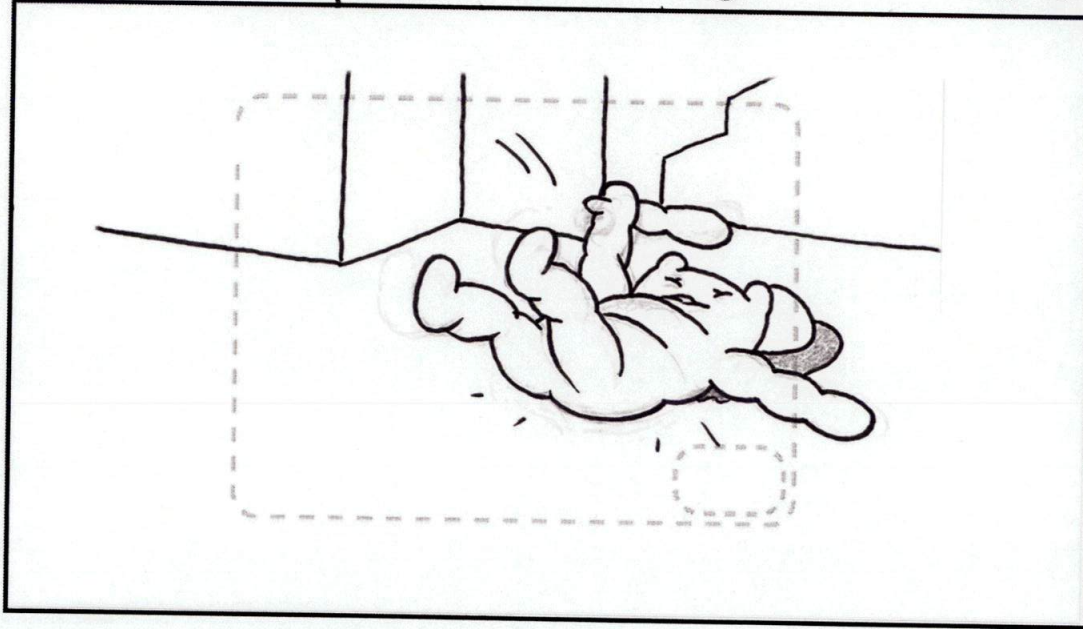
# ADVENTURE TIME



Sc. 144 *CONT* Pnl. B

Bg.

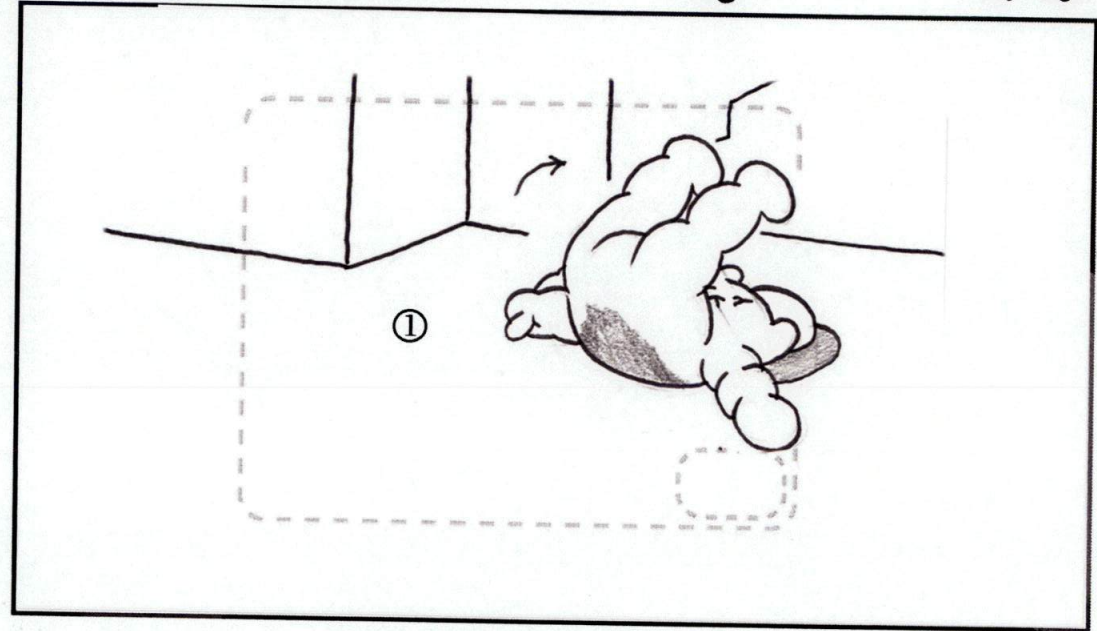
day night



Sc. 144 *CONT* Pnl. C

Bg.

Page 163  
day night



Dialog:

Bread Finn / mPUH!

Finn / MWLAGH

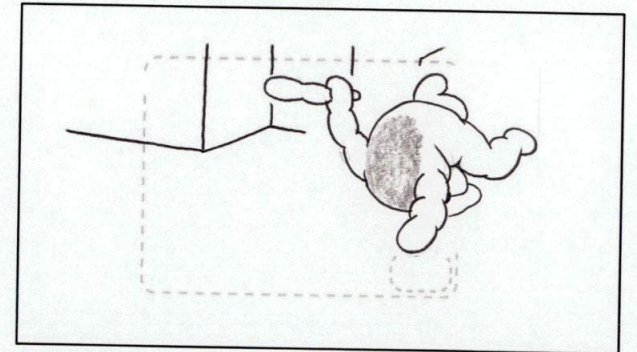
Action:

- BREAD FINN FALLS  
INTO SOUP.

Finn Soaks up Jake soup

SEP 18 2014

Timing:



EPISODE #

1025-197

1025/197



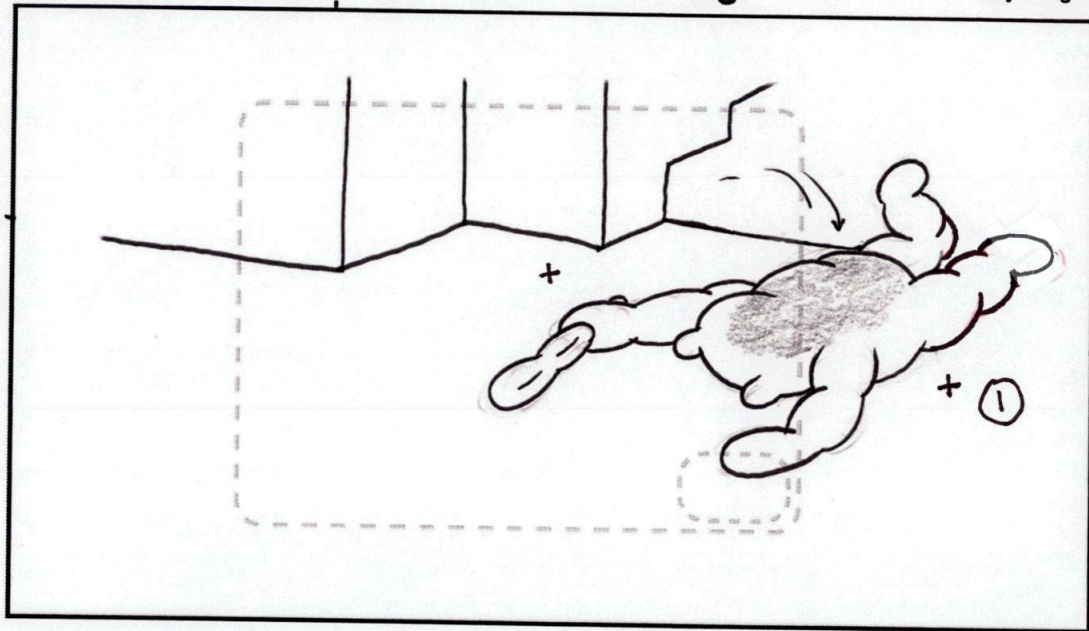


# ADVENTURE TIME

Sc. 144 CONT Pnl. D

Bg.

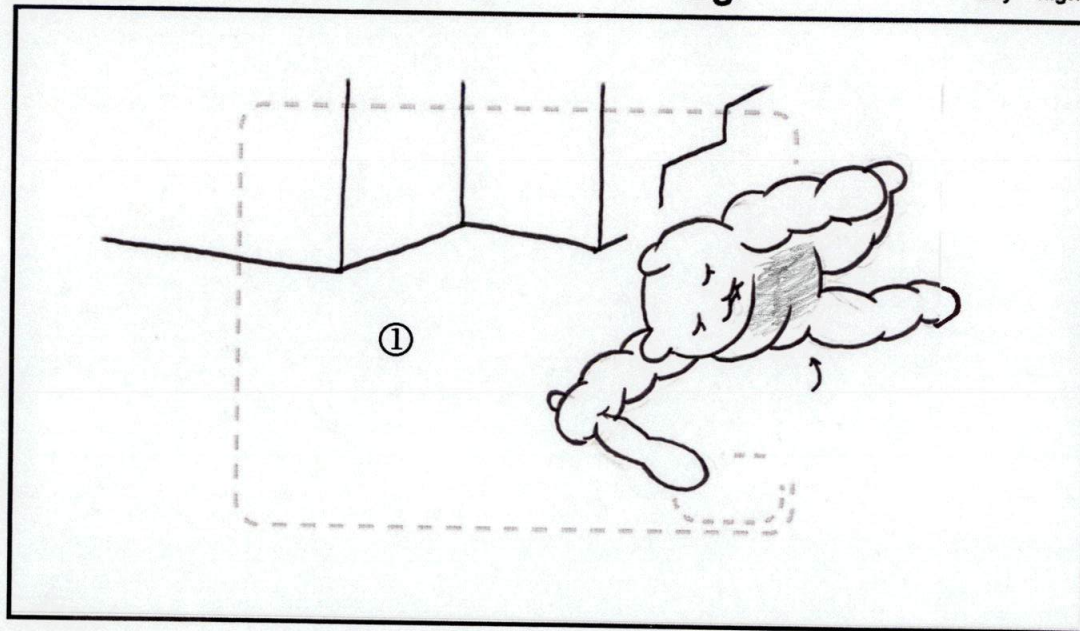
day night



Sc. 144 CONT Pnl. E

Bg.

Page 164  
day night



Dialog:

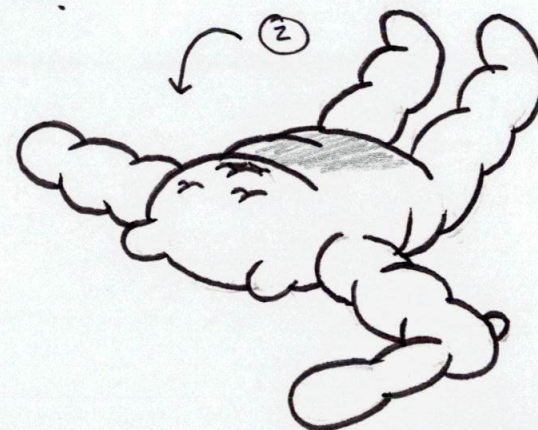
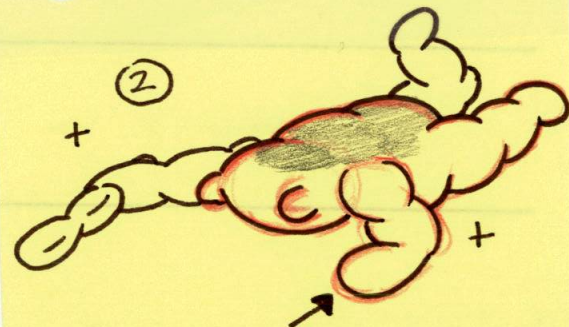
Bread Finn/ GHVH

Action:

-BREAD FINN FLOPS OVER.

Timing:

Bread Finn/ ULVAGUH!



SEP 18 2014

EPISODE #

Production:

1025-197  
1025/197

1025/197



# ADVENTURE TIME

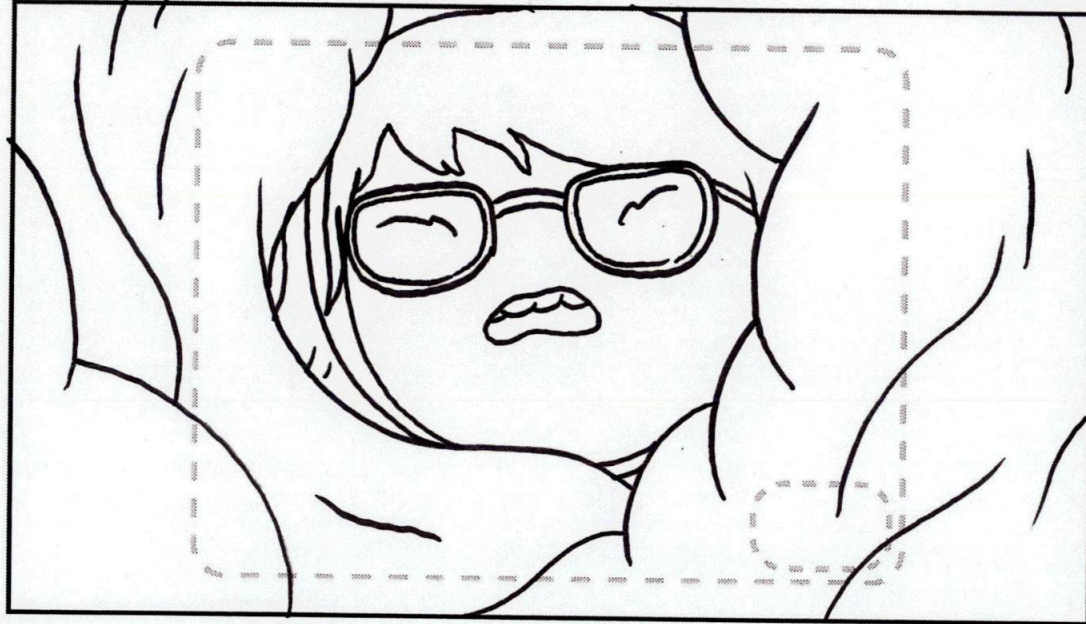


Sc. 145

Pnl. A

Bg.

day night

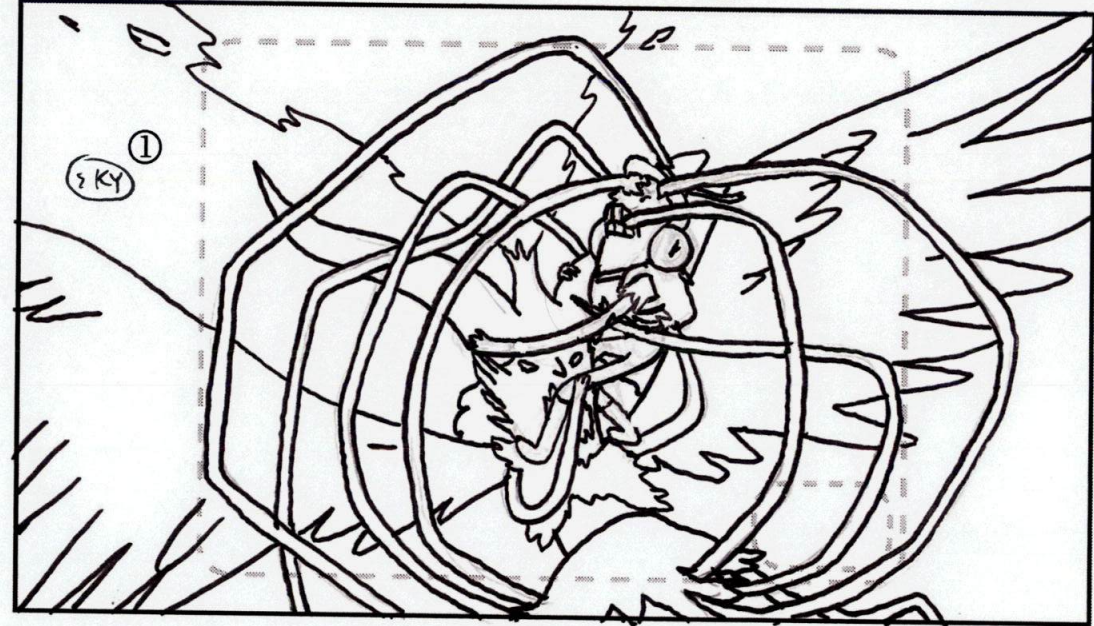


Sc. 146

Pnl. A

Bg.

day night



Dialog:

Betty / : GASP :

Action:

Timing:

MM/ BRAHH!

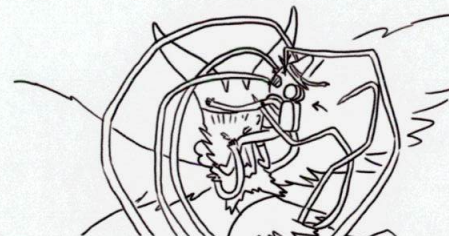
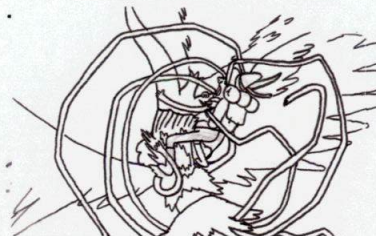
SEP 18 2014

-MM RIPS  
OFF CROWN

② ④

③

⑤



EPISODE #

1025-197

1025/197

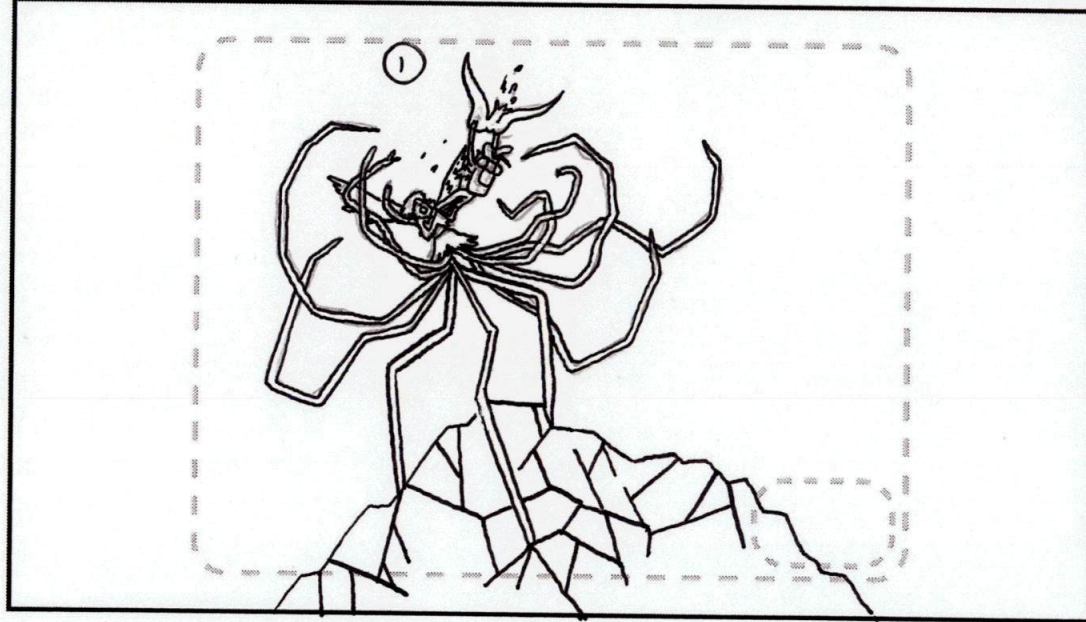
1025/197



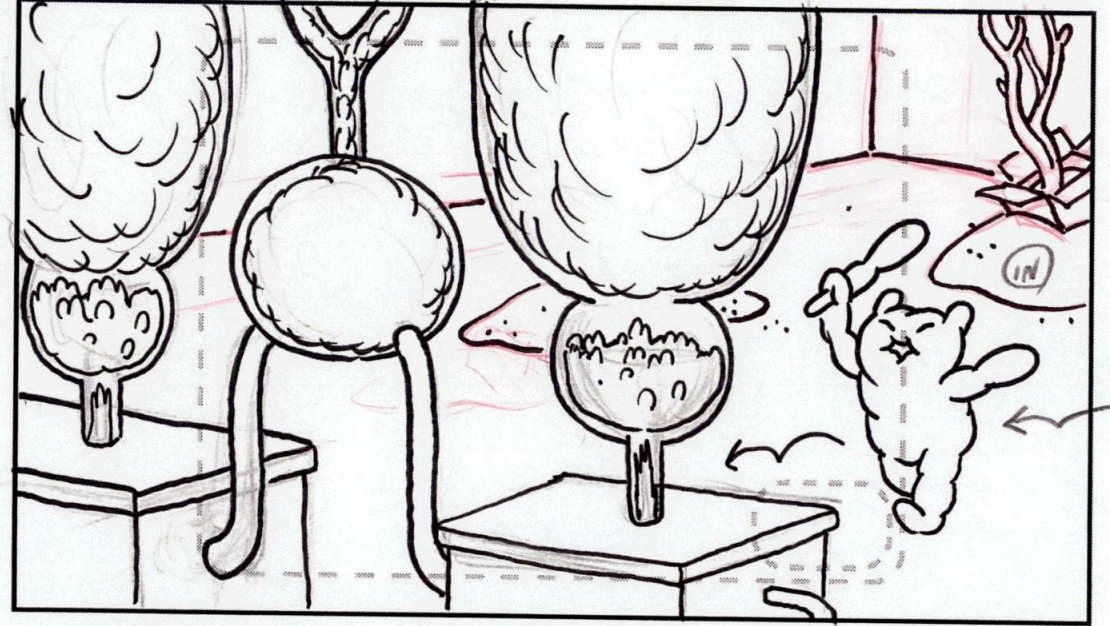
# ADVENTURE TIME



Sc. 147 Pnl. A Bg. day night



Sc. 148 Pnl. A Bg. day night



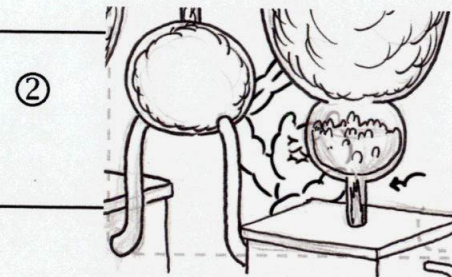
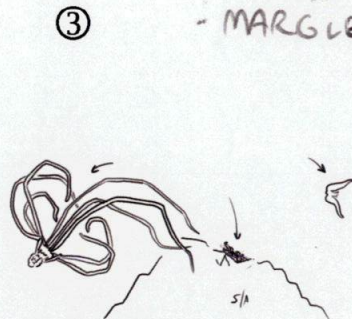
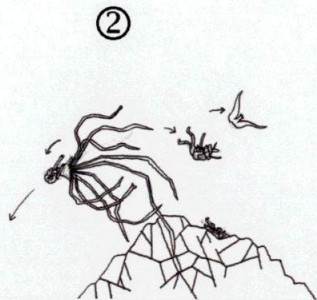
MagicMan/ (3) OOFF!

Bread Finn/ GHAAH!!

- M.M. FALLS TO MOUNTAIN TOP
- MARGLES FALLS BACK.

- BF RUNS ON/S WITH BREAD SWORD RAISED.

SEP 18 2011



EPISODE #

1025-197

1025/197

Production:

1025/197



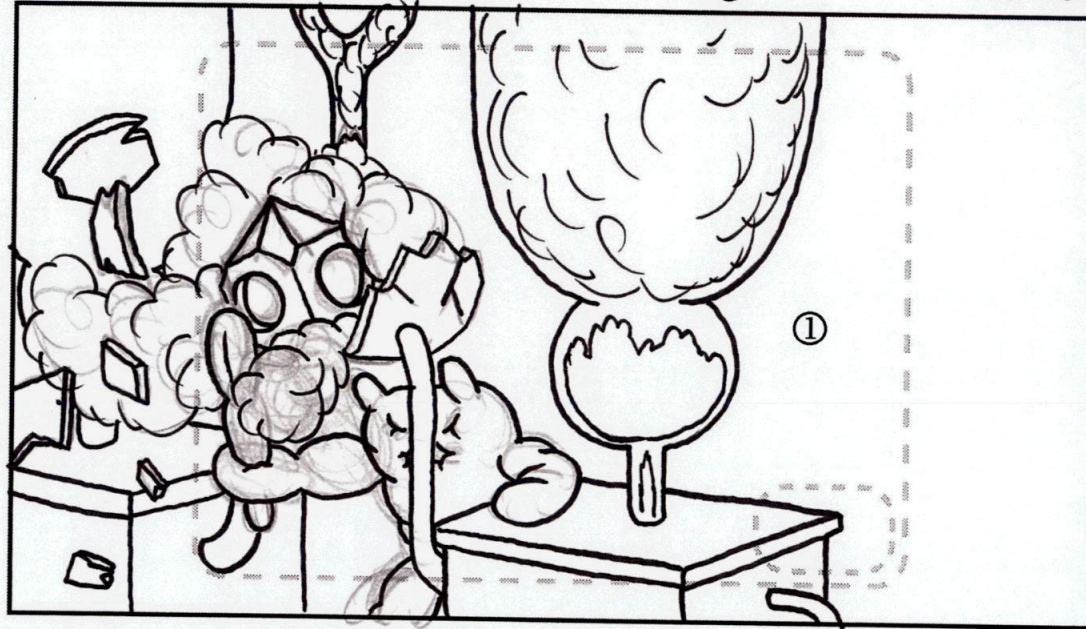
# ADVENTURE TIME



Sc. 148 *CONT* Pnl. B

Bg.

day night

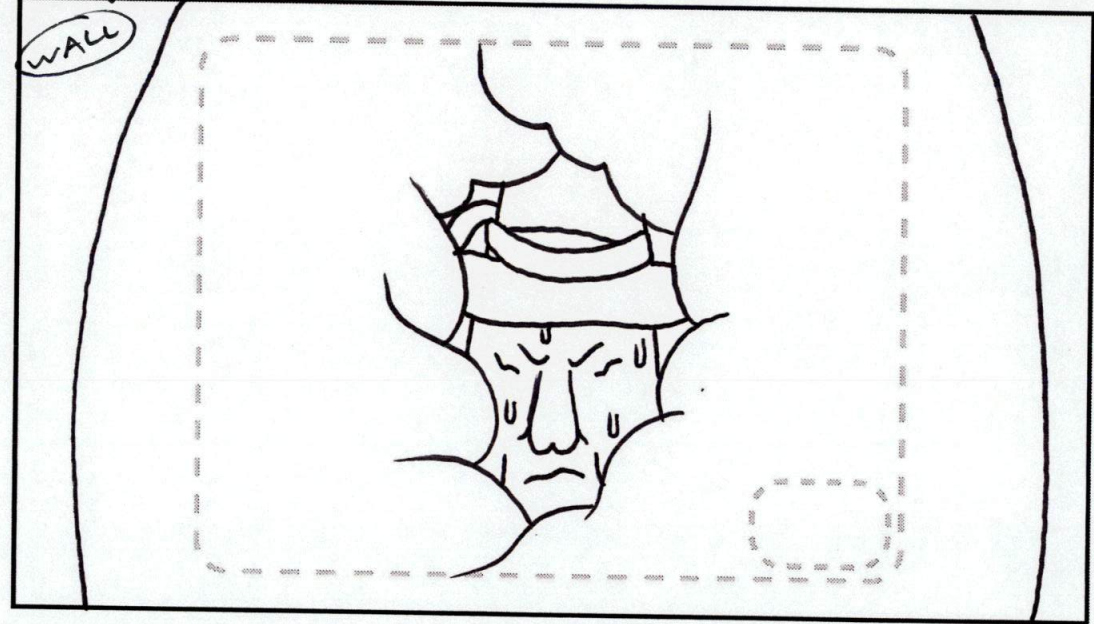


Sc. 149

Pnl. A

Bg.

day night



Dialog:

Action:

*SFX: SMASH!*  
- BF SMASHES OPEN CHAMBER W/ HELMET.

*(start pose)*

SEP 18 2014

Timing:



EPISODE #

1025-197

1025/197

Production:

1025/197



ADVENTURE TIME



Sc. 149 CONT Pnl. B Bg. day night



Sc. 150 Pnl. A Bg. day night



Dialog: Magic Man OOMPH!

Action: - MM presses hands up against glass - Magles falling down the side of the mountain  
Background moving fast

SEP 18 2014

Timing:

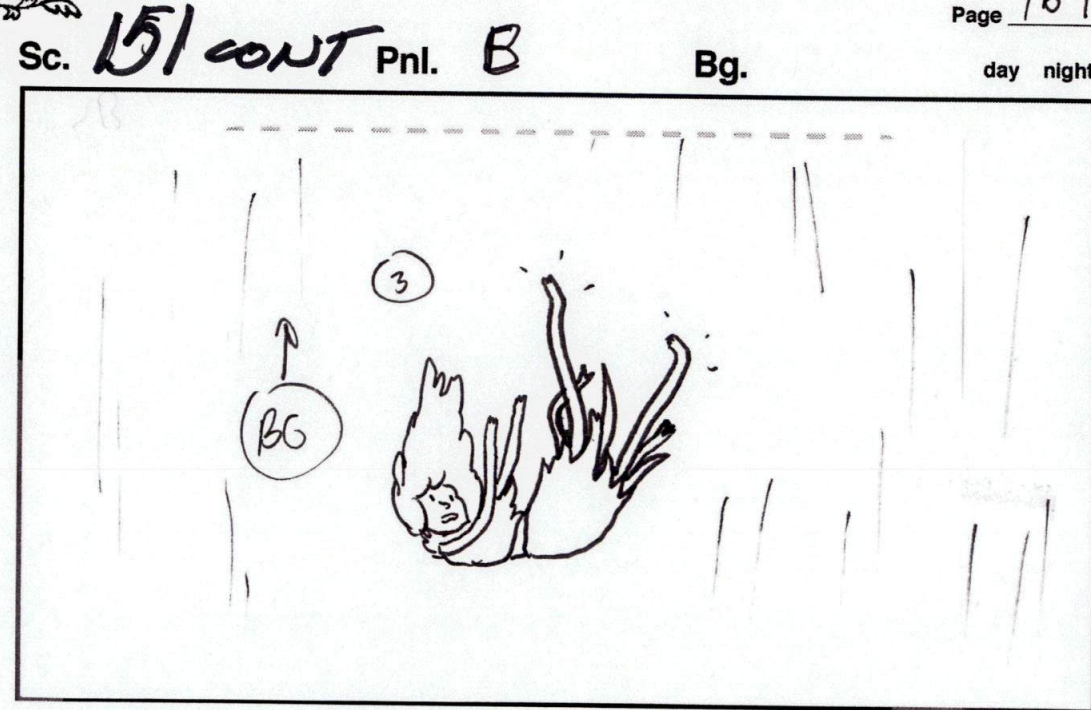
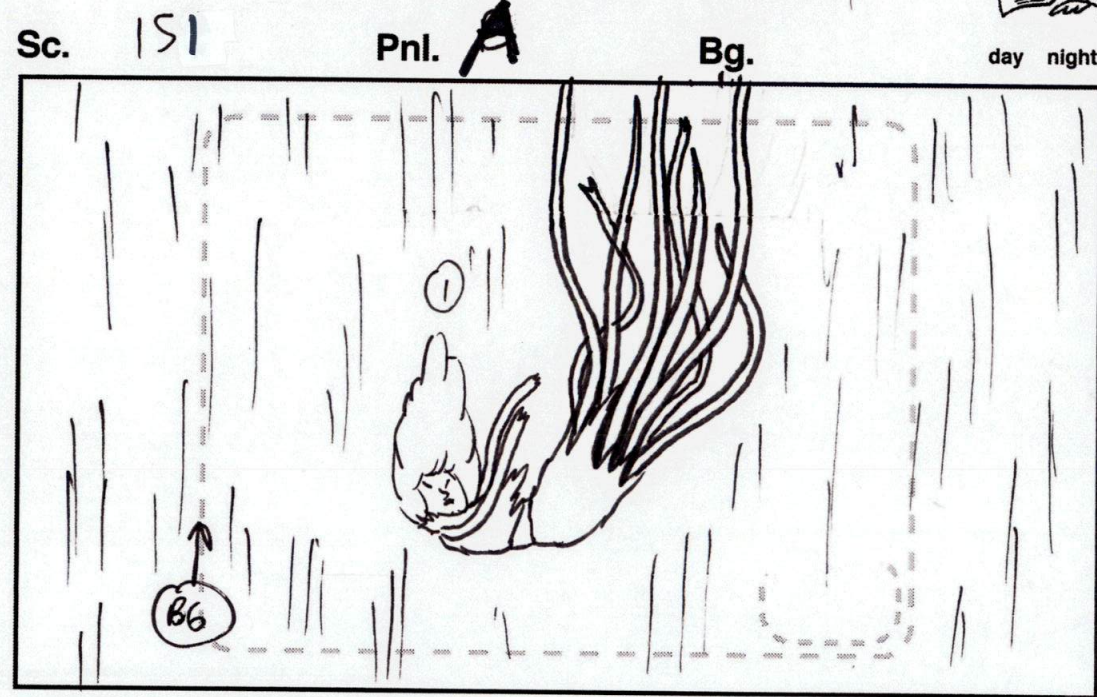
EPISODE #


1025-197  
1025/197

Production:



# ADVENTURE TIME



Dialog:		
Action:		Tentacles shrink
Timing:	SEP 18 2014	

MARGLES : WHU -

EPISODE #

Production:



# ADVENTURE TIME

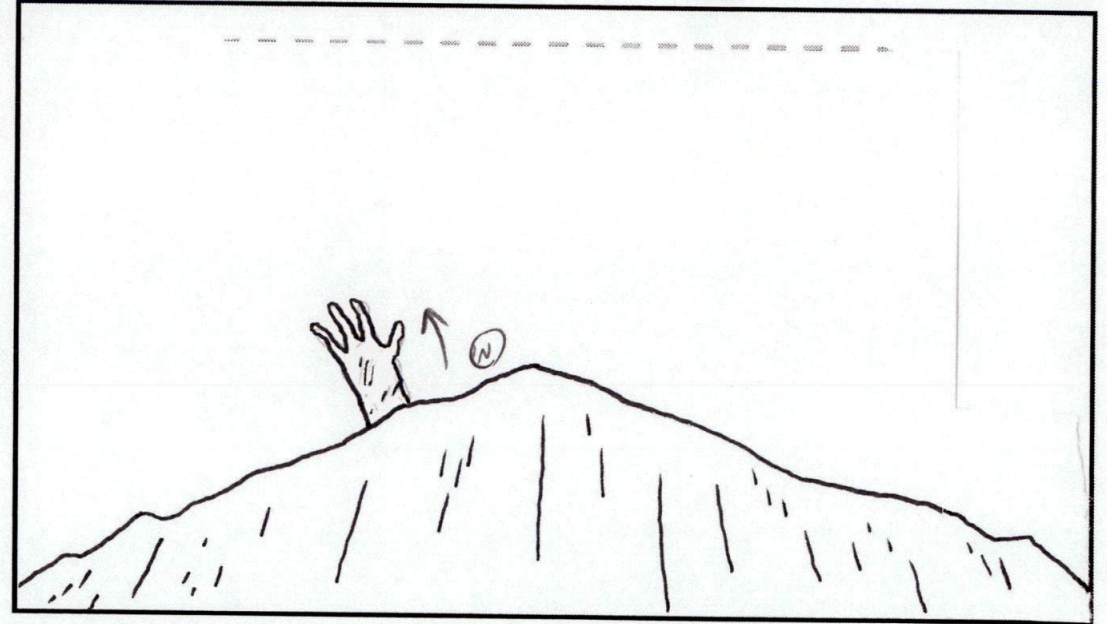


Page 170

Sc. 152 Pnl. A Bg. day night



Sc. 152 cont Pnl. B Bg. day night



Dialog:

Action:

-MM'S HAND REACHES ON/S

SEP 18 2014

Timing:

EPISODE #

1025-197

1025/197

Production:

1025/197



1025/197

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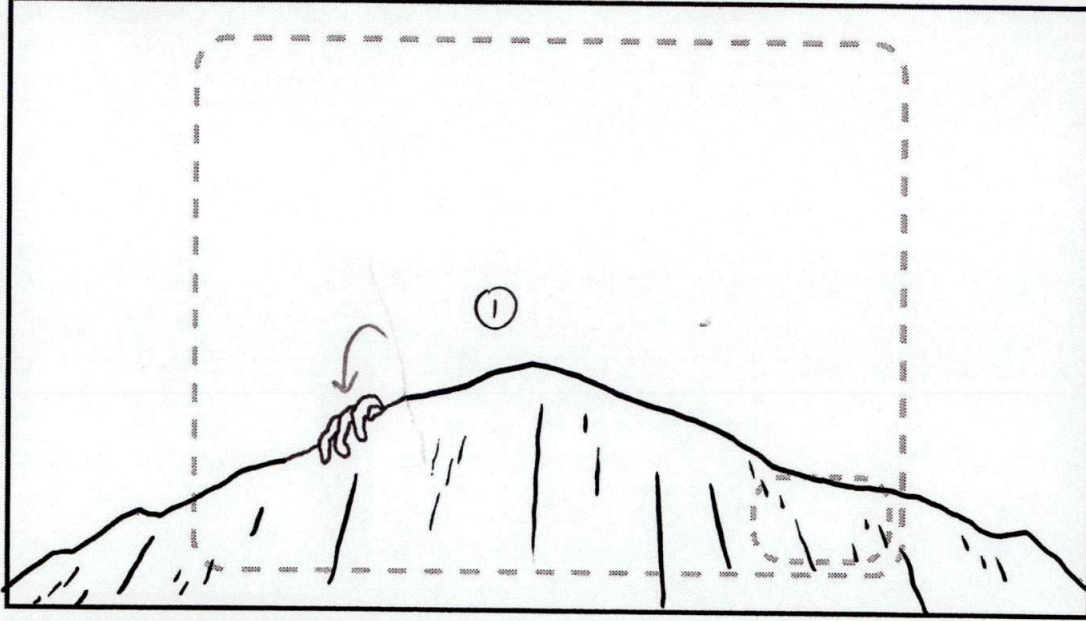
# ADVENTURE TIME



Sc. *152 CONT* Pnl. *C*

Bg.

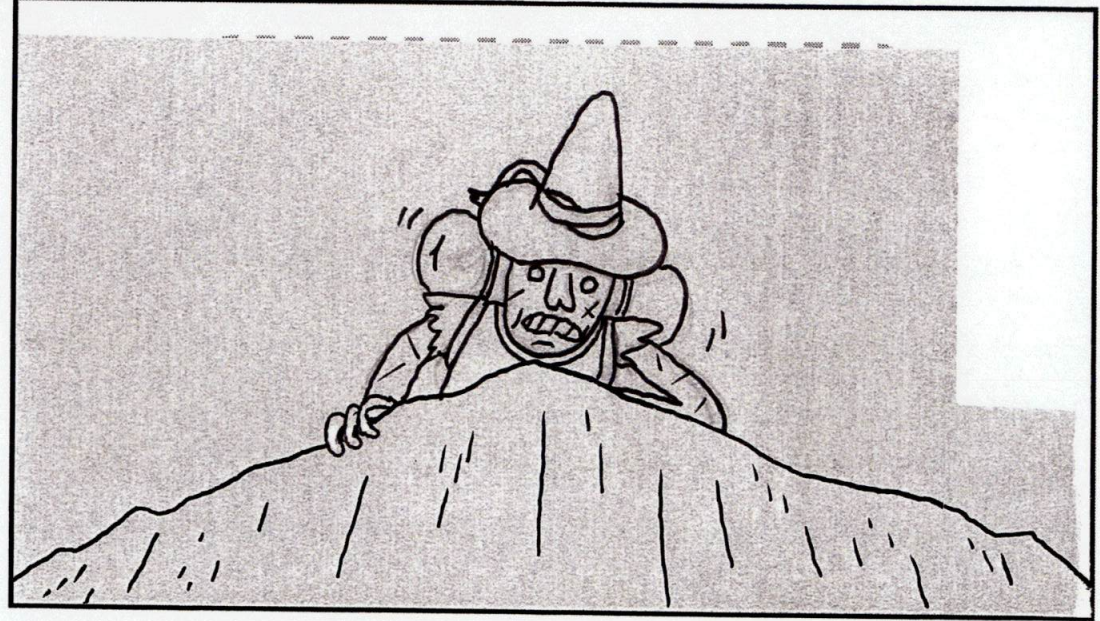
day night



Sc. *152 CONT* Pnl. *D*

Bg.

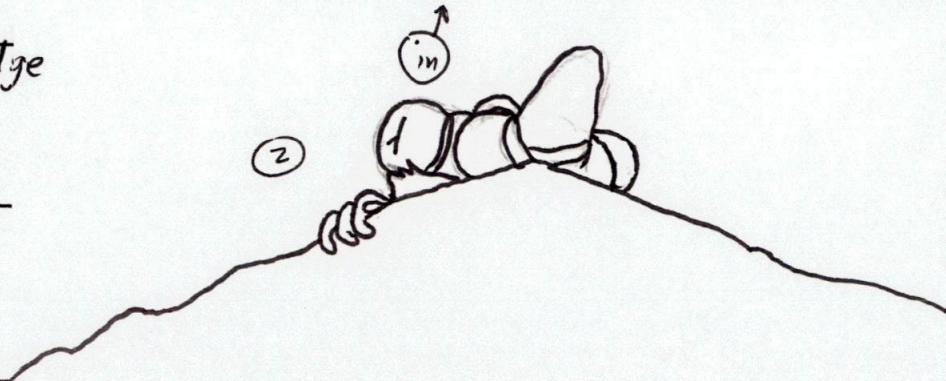
day night



Dialog: *Magician/ UNH!*

Action: *pulls himself to edge of cliff*

Timing:



*MM/ UHNGH!*

SEP 18 2014

Page *171*

EPISODE #

Production:

1025-197

1025/197

1025/197



1025/197

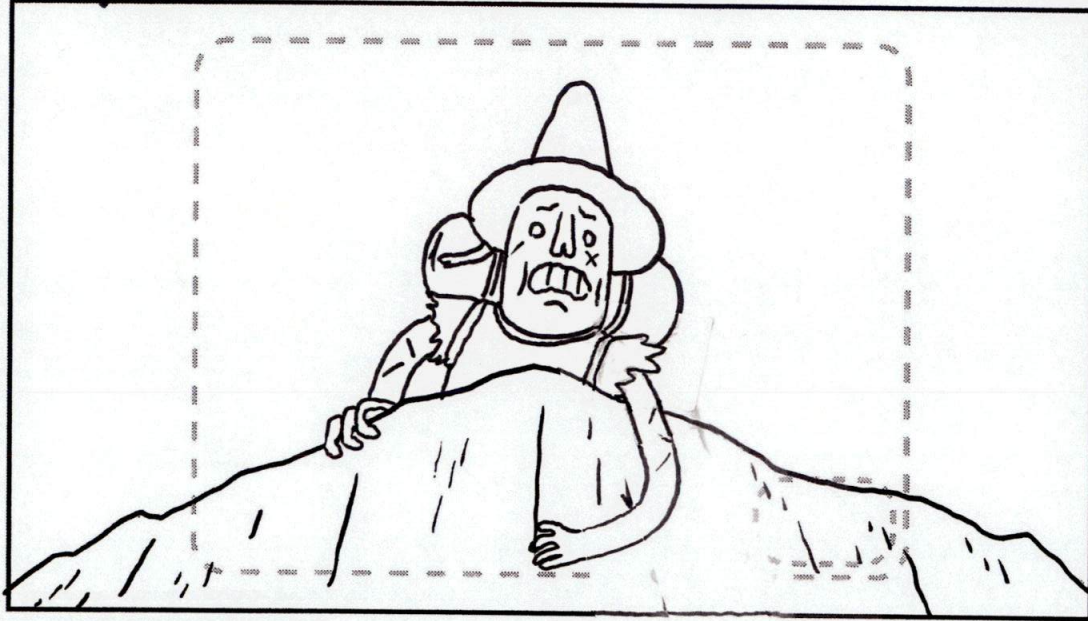
# ADVENTURE TIME



Sc. 152 cont Pnl. E

Bg.

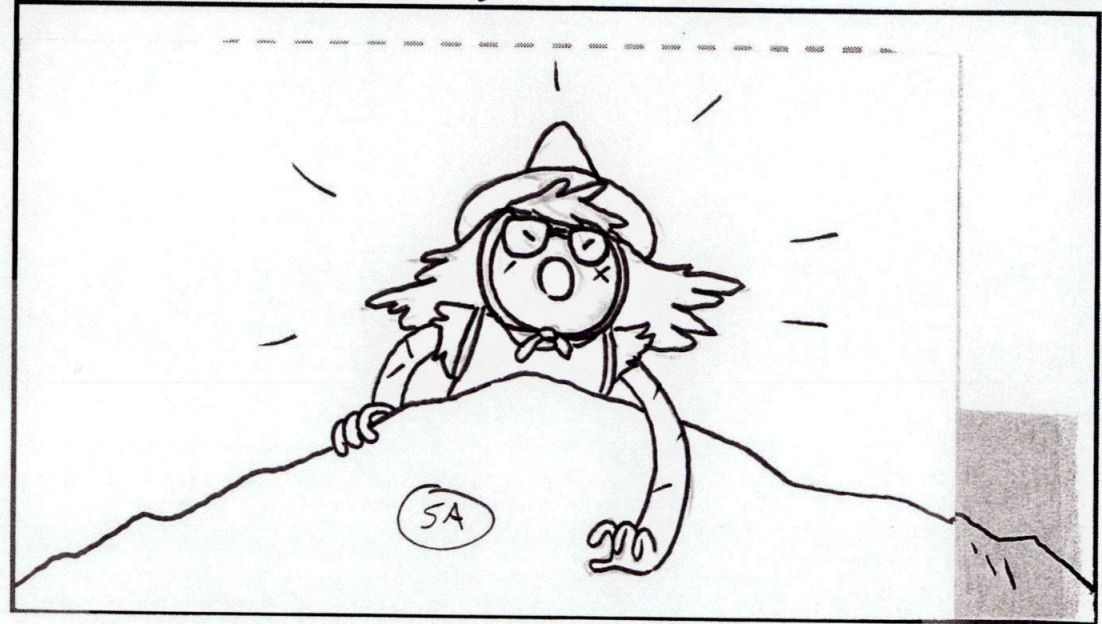
day night



Sc. 152 cont Pnl. F

Bg.

day night



Dialog:

Betty / OOMPH!

Action:

magic man reaches  
out hand

- Betty's head suddenly pops into Magic  
Man's clothing

SEP 18 2014

Timing:

EPISODE #

Production:

1025/197 1025-197

1025/197

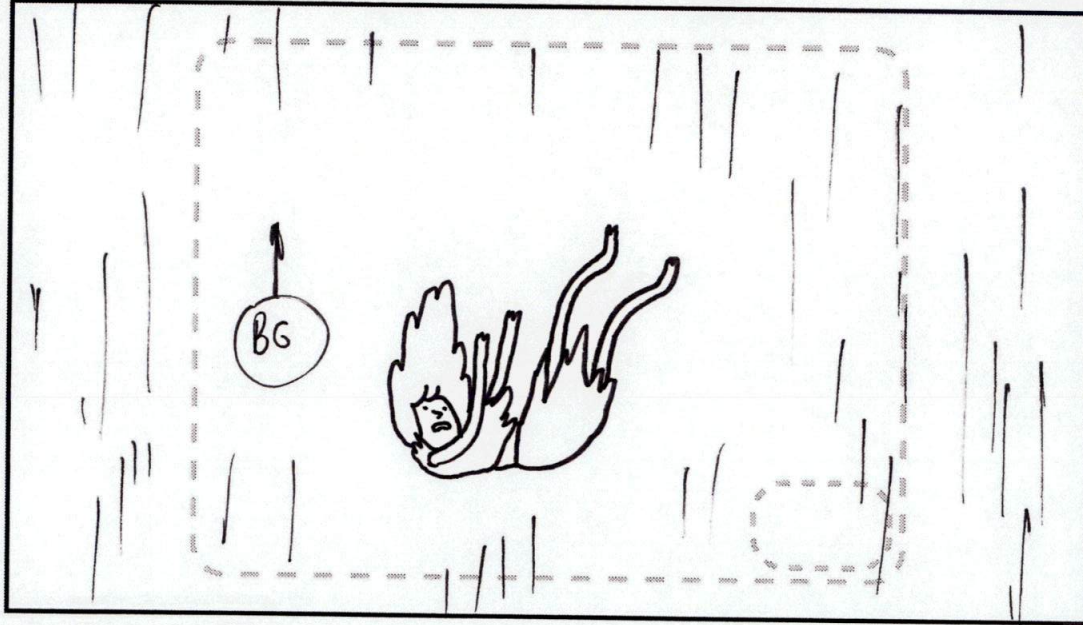


# ADVENTURE TIME

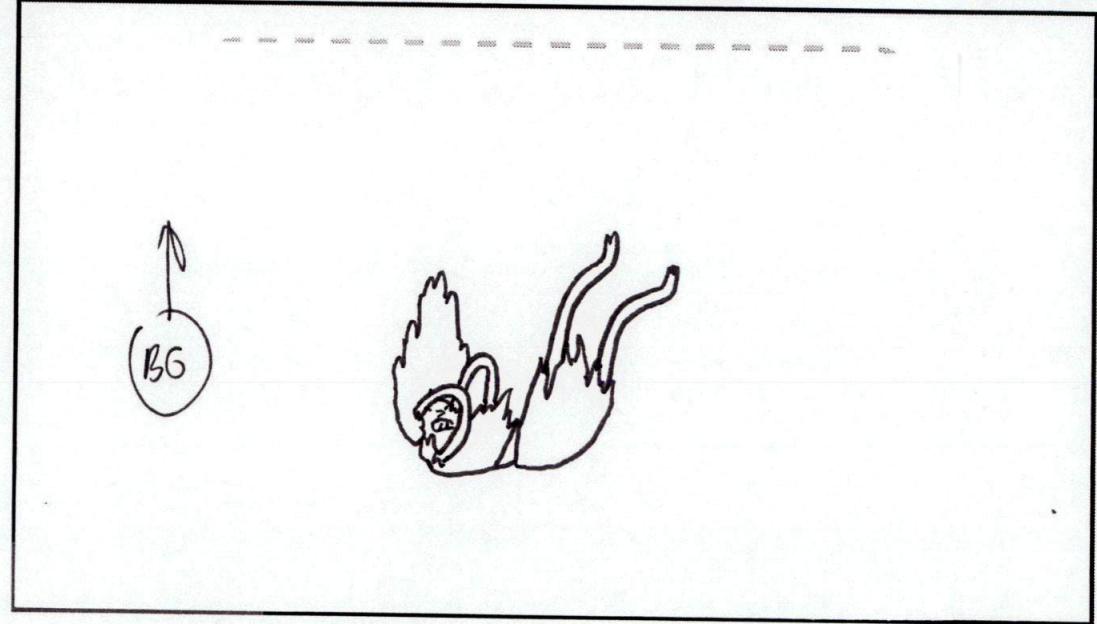


Page 173

Sc. 153 Pnl. A Bg. day night



Sc. 153 cont Pnl. B Bg. day night



Dialog:

Action:

Timing:

- Betty pulls off Margles mask

MARGLES : [GRUNT]



SEP 18 2014

EPISODE #

Production:

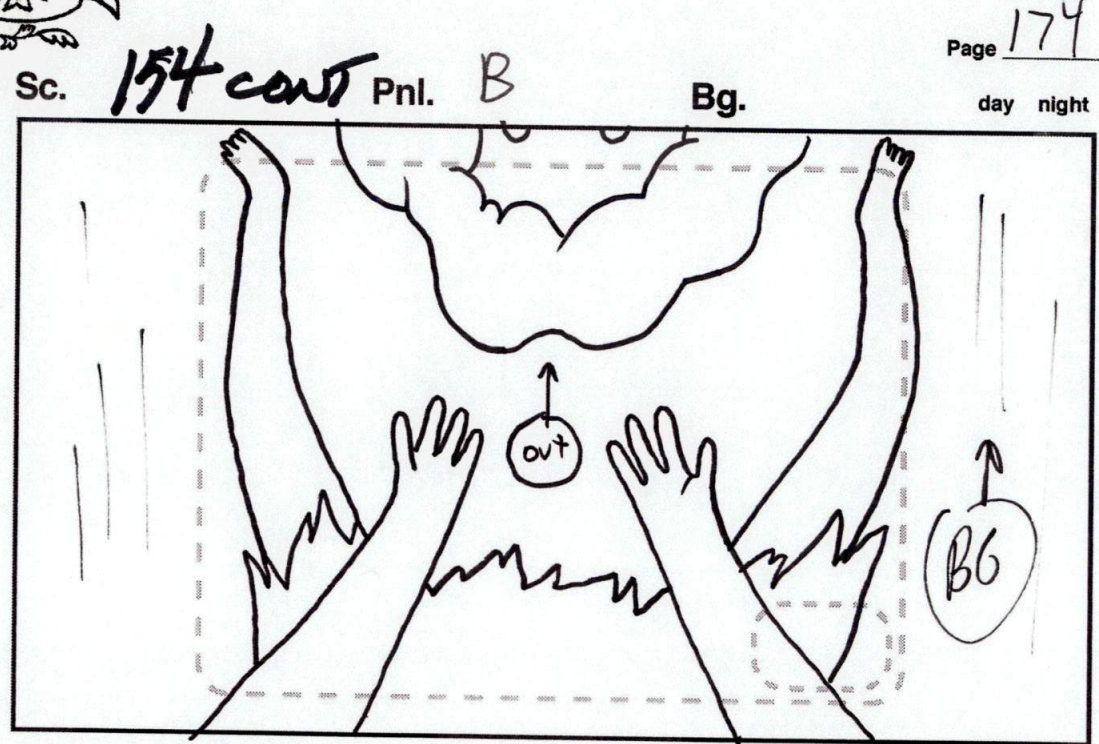
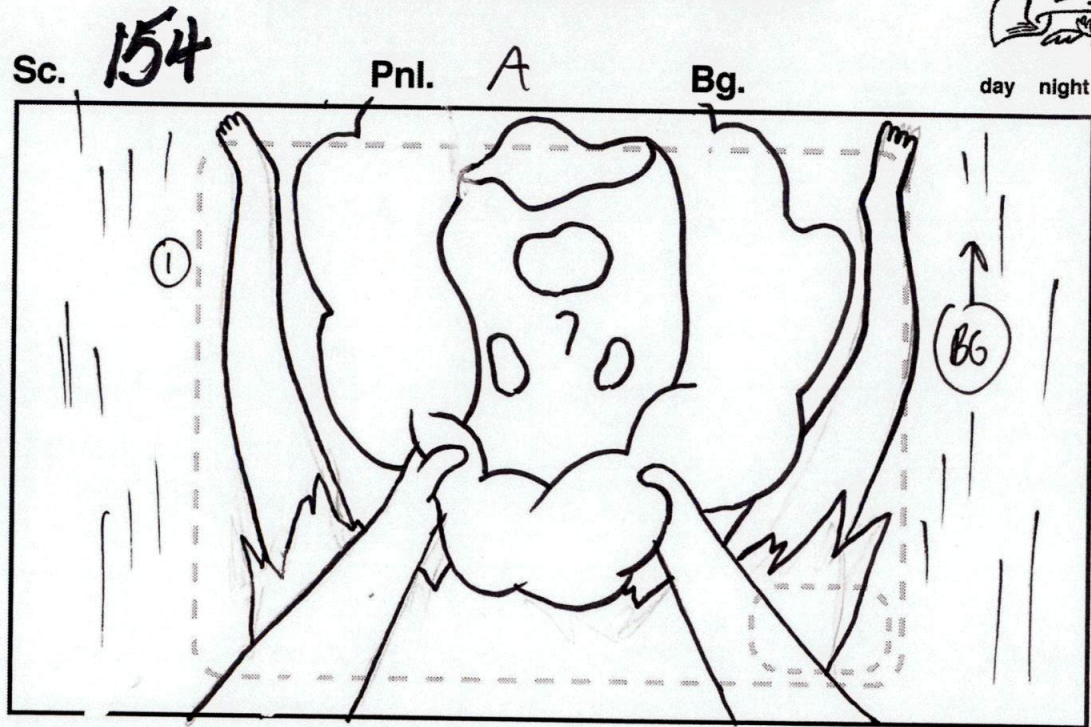
1025/197

1025/197

1025/197



# ADVENTURE TIME



Dialog:

Action: (mask whipping in the wind)

Timing:



SEP 18 2014

- BETTY LETS GO of MASK  
- MASK FLIES UPWARD OFF/S.

Production:

EPISODE #

1025-197

1025/197



1025/197

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# ADVENTURE TIME

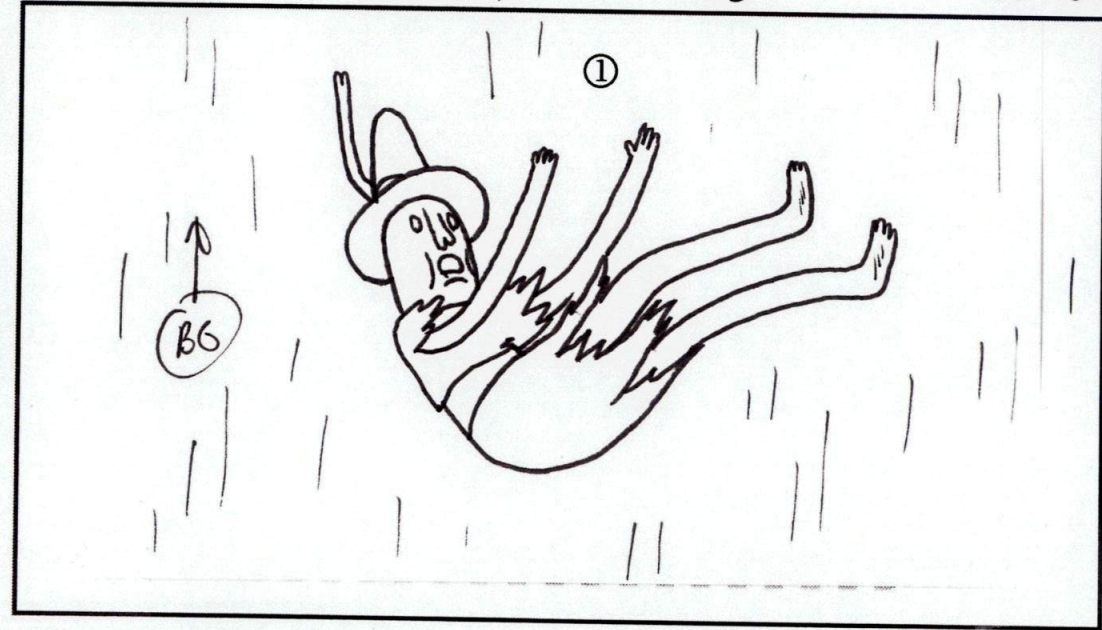


Sc. 155

Pnl. A

Bg.

day night



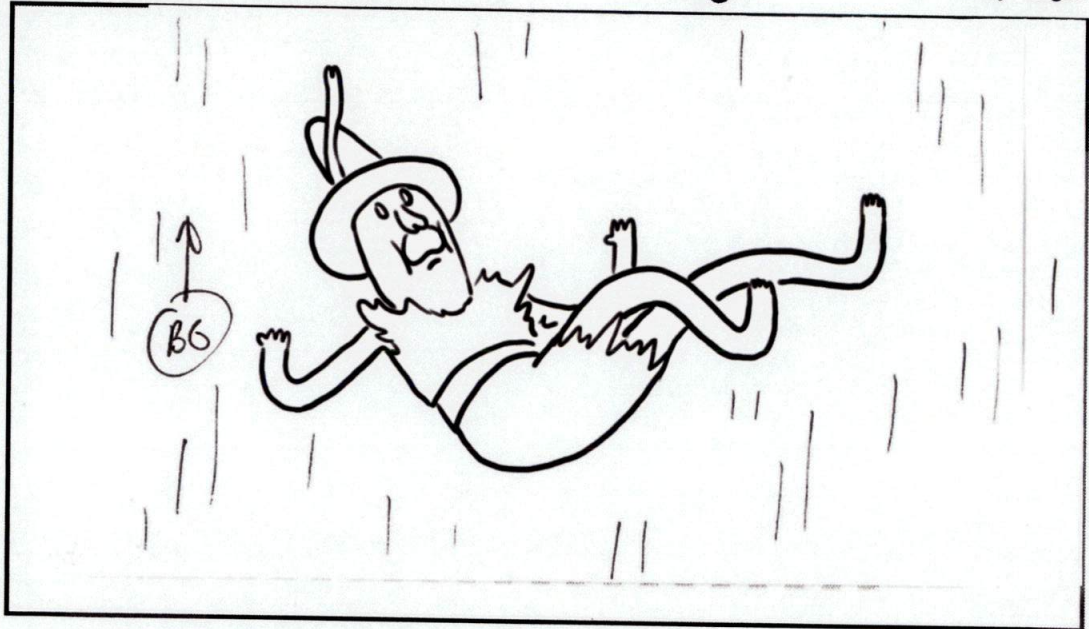
Sc. 155 cont

Pnl. B

Bg.

Page 175



day night



**Dialog:** Magic Man/ wait, what's happening... MM/ AGHHH!!

**Action:** - BETTY NOW HAS MAGIC MAN'S HEAD.

**Timing:** ② ③



SEP 18 2014

EPISODE #

Production:

1025-197

1025/197

1025/197



# ADVENTURE TIME



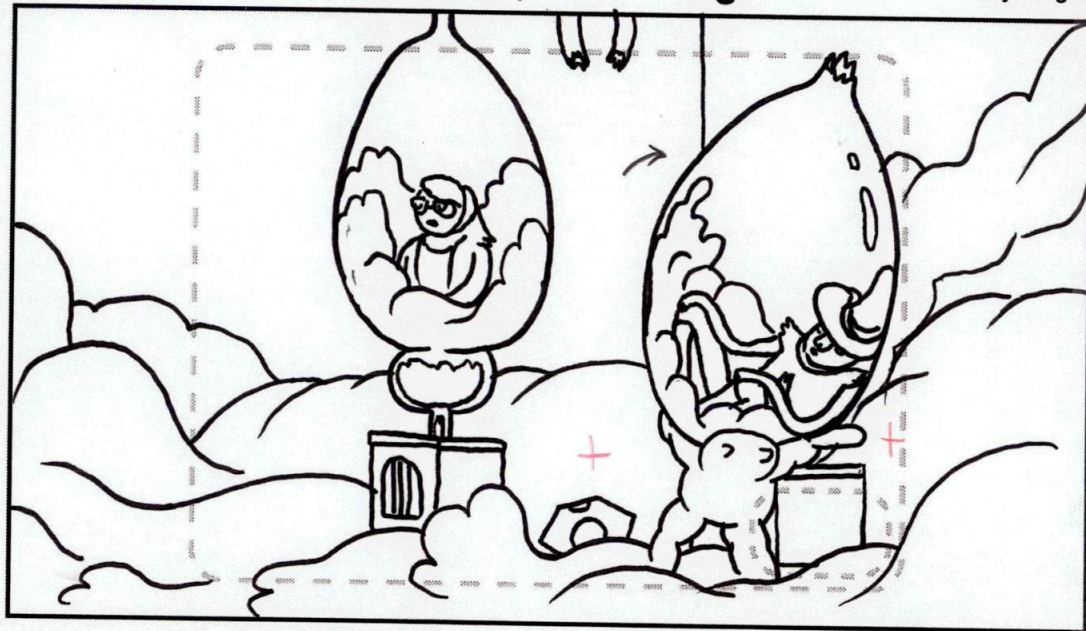
Page 176

Sc. 156

Pnl. A

Bg.

day night



Sc. 156 cont

Pnl. B

Bg.

day night



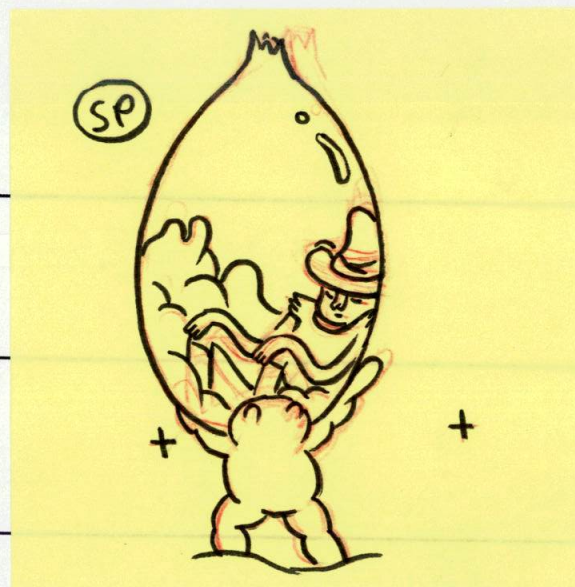
Dialog:

Finn/ RAAA!!

Action:

- BREAD FINN HEFTS  
MAGIC MAN'S CHAMBER.

Timing:



SMASH

- FINN TOSSSES  
MM'S CHAMBER  
AT BETTY'S CHAMBER

SEP 18 2014

Production:

EPISODE #

1025-197  
1025/197

1025/197



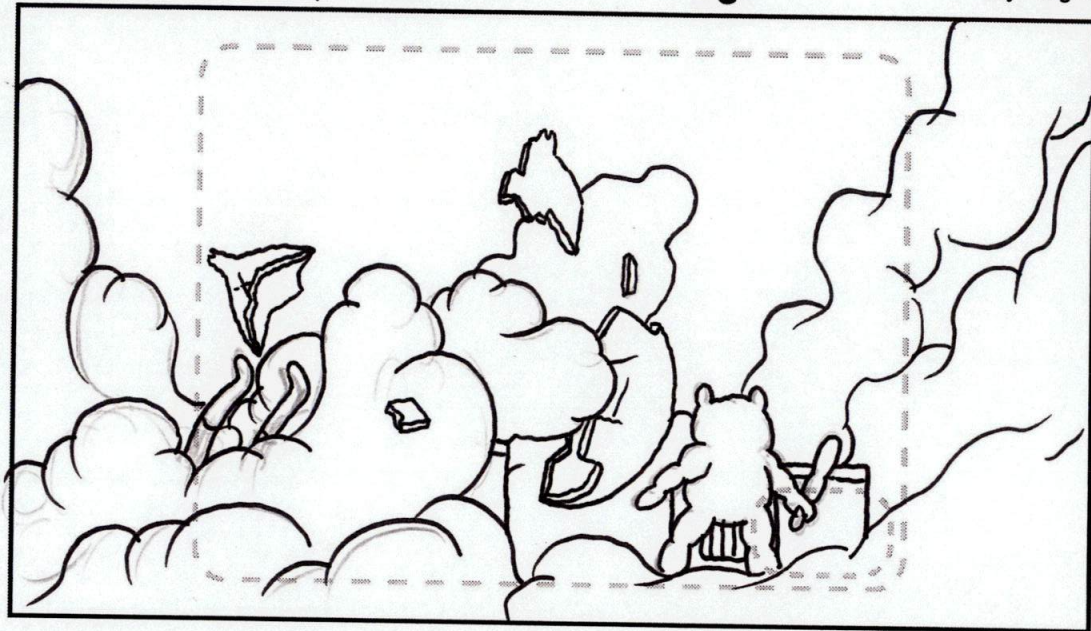
# ADVENTURE TIME



Sc. **156 CONT** Pnl. **C**

Bg.

day night

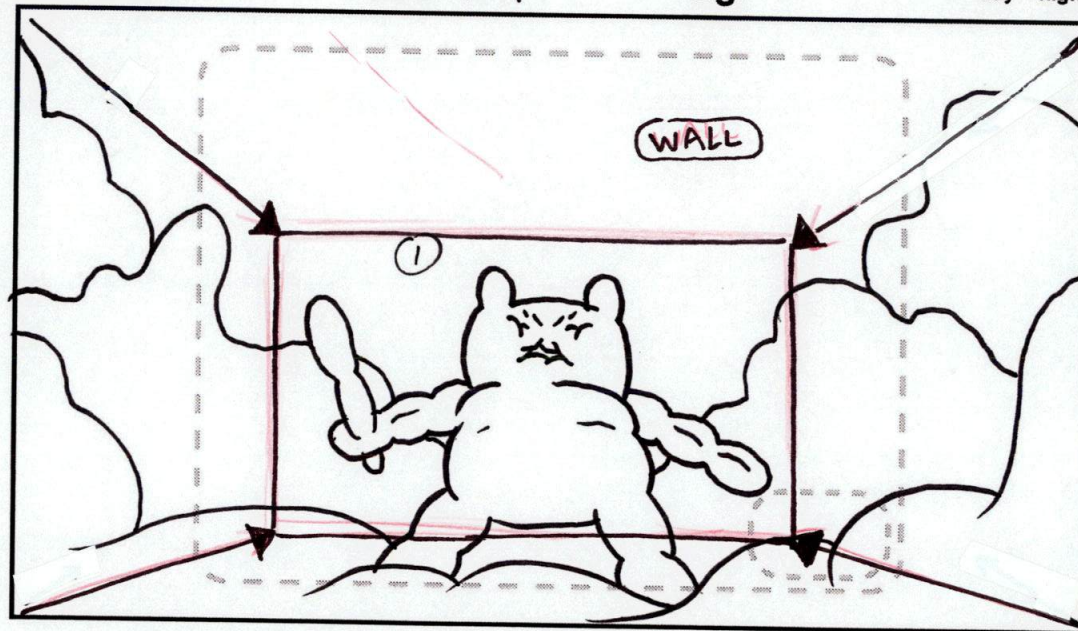


Sc. **157**

Pnl. **A**

Bg.

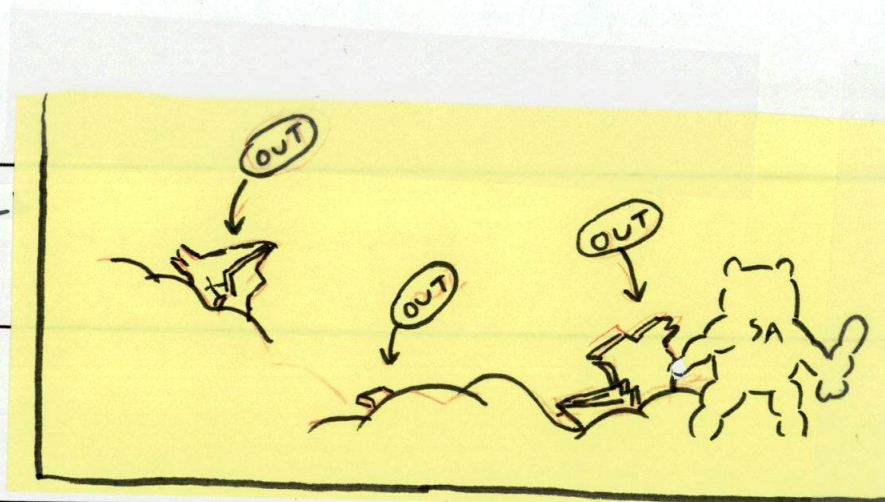
Page **177**  
day night



Dialog:

Action:  
-BETTY + MM FAL  
INTO SMOKE.

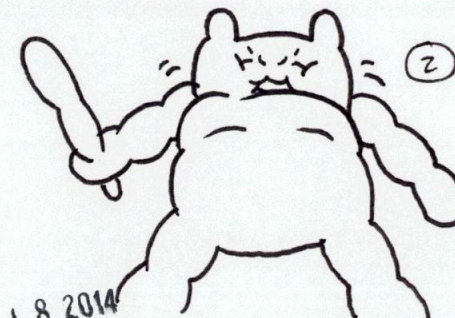
Timing:



Bread Finn / (Heavy breathing)

Truck in

SEP 18 2014



EPISODE #

Production:

1025-197  
1025/197

1025/197



# ADVENTURE TIME



Page 178

Sc. 157 CONT Pnl. B

Bg.

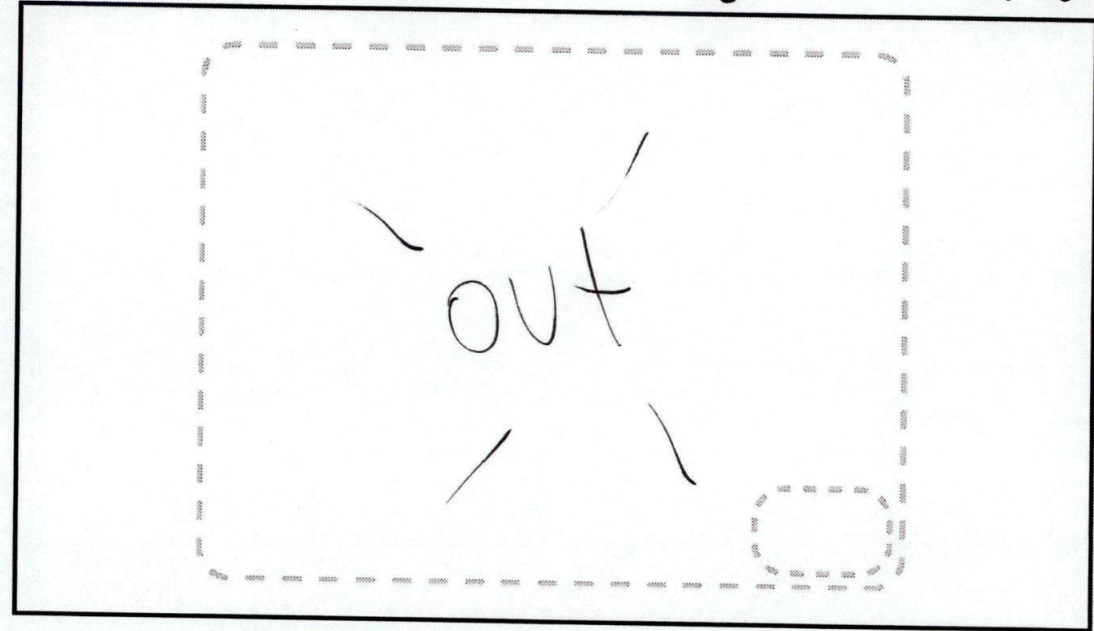
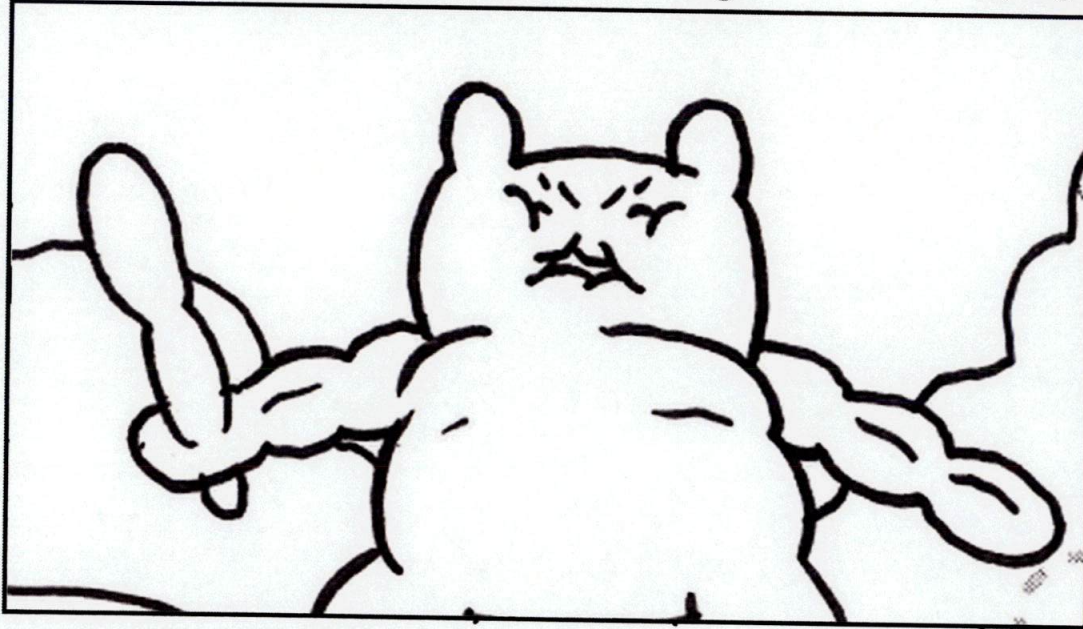
day night

Sc.

Pnl.

Bg.

day night



Dialog: Bread Finn / (Heavy breathing)

Action: end truck in

Timing:

SEP 18 2014

EPISODE #

Production:

1025-197

1025/197

1025/197



# ADVENTURE TIME



Sc. 158

Pnl. A

Bg.

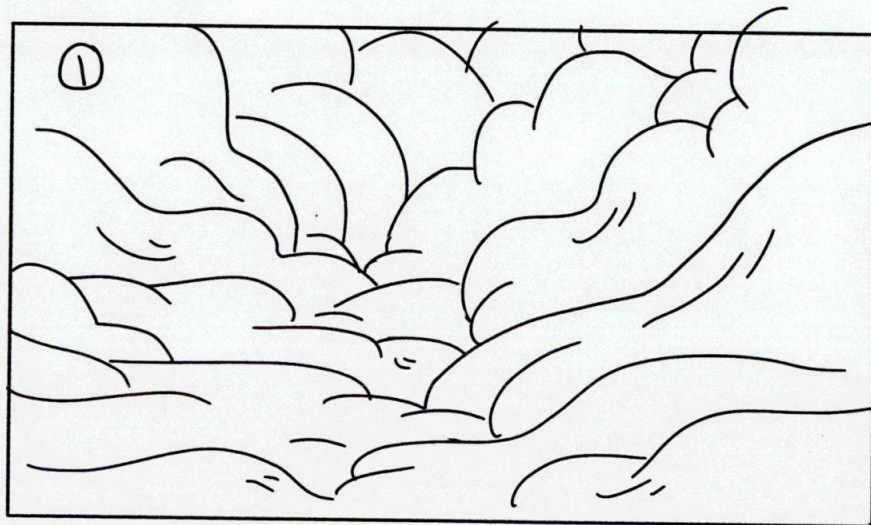
day night



Dialog: MM: ungh!

Action:

Timing:



Sc. 159

Pnl. A

Bg.

Page 179

day night



Magic Man/ woof! what the -

SEP 18 2011

- MM REGAINS  
CONSCIOUSNESS.

EPISODE #

1025/197

Production:

1025/197



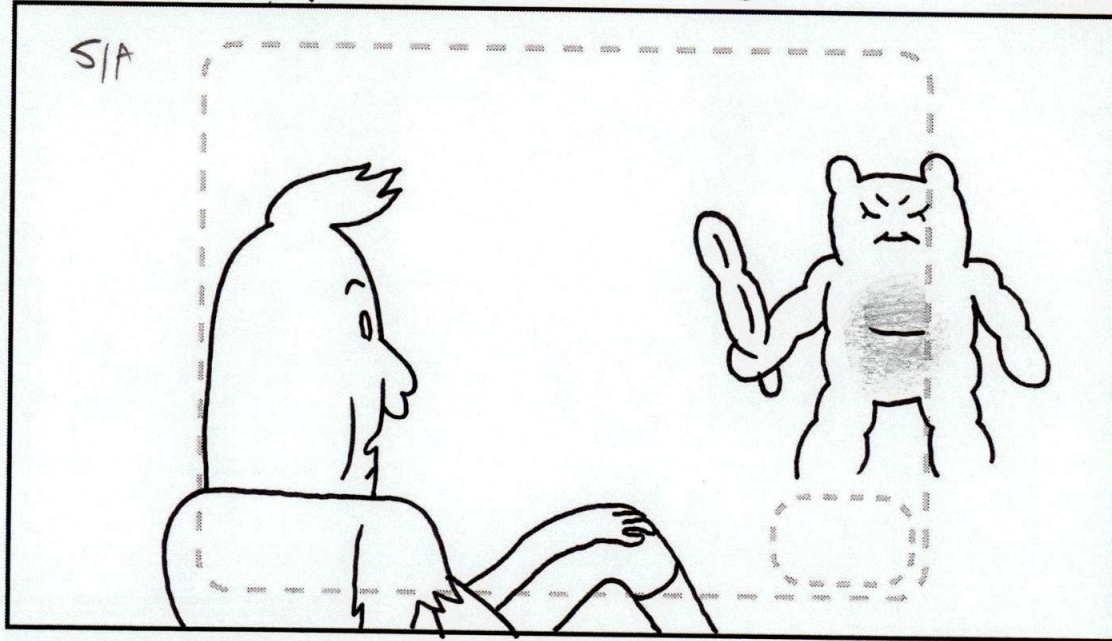
# ADVENTURE TIME



Sc. **159 CONT** Pnl. **B**

Bg.

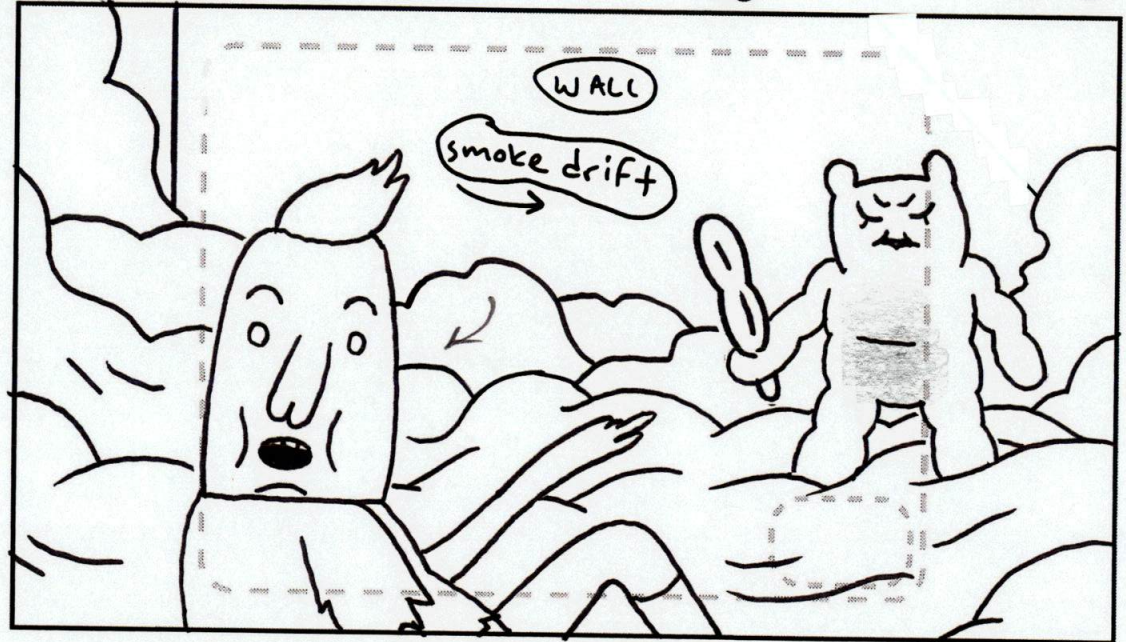
day night



Sc. **159 CONT** Pnl. **C**

Bg.

day night



Dialog: Magic Man/ Oh look, the bread's alive!

Magic Man/ Betty you see...

Action:

Timing:

SEP 18 2014

EPISODE #

Production:

Page **180**

1025/197

1025-197

1025/197



# ADVENTURE TIME

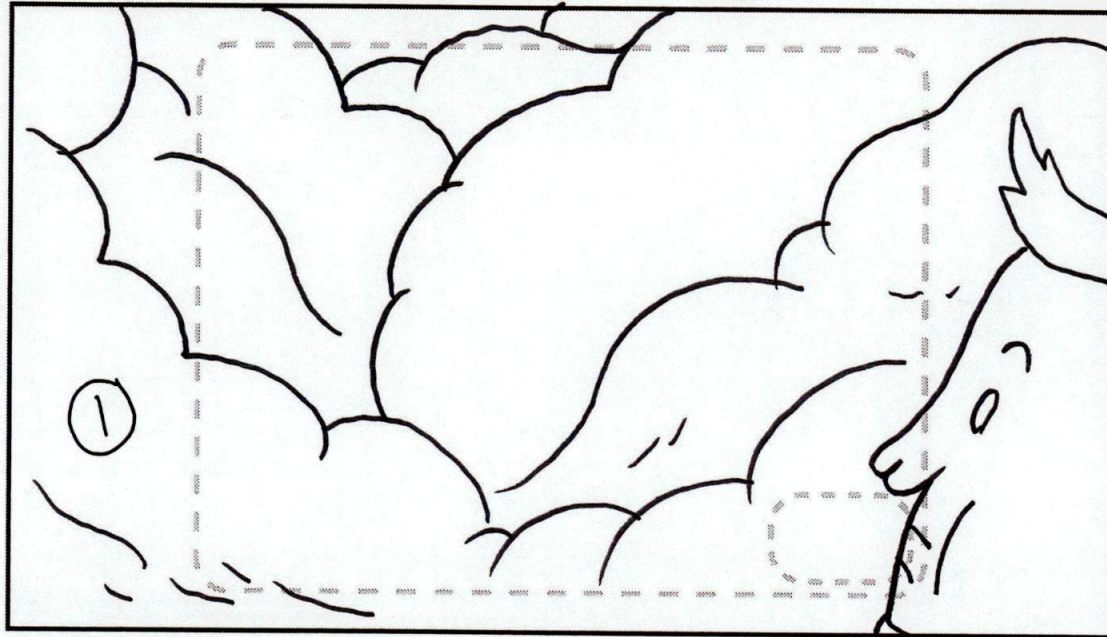


Sc. 160

Pnl. A

Bg.

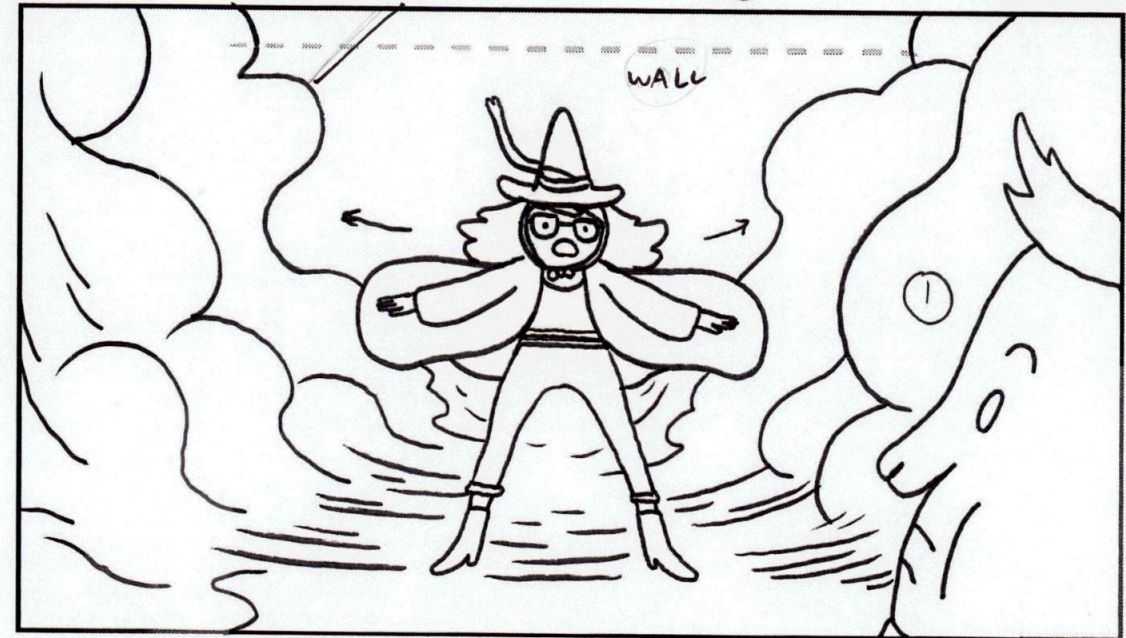
day night



Sc. 160 cont. Pnl. B

Bg.

Page 181  
181  
day night



Dialog:

Betty / I see a crab emerging from a dark pool

Action:

Timing



② magic man/ oh yeah?

- SMOKE CLEARS REVEALING  
MAGIC BETTY.

SEP 18 2014



EPISODE #

Production:

1025-197

1025/197

1025/197



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# ADVENTURE TIME



Sc. 160A

Pnl. A

Bg.

day night

Sc.

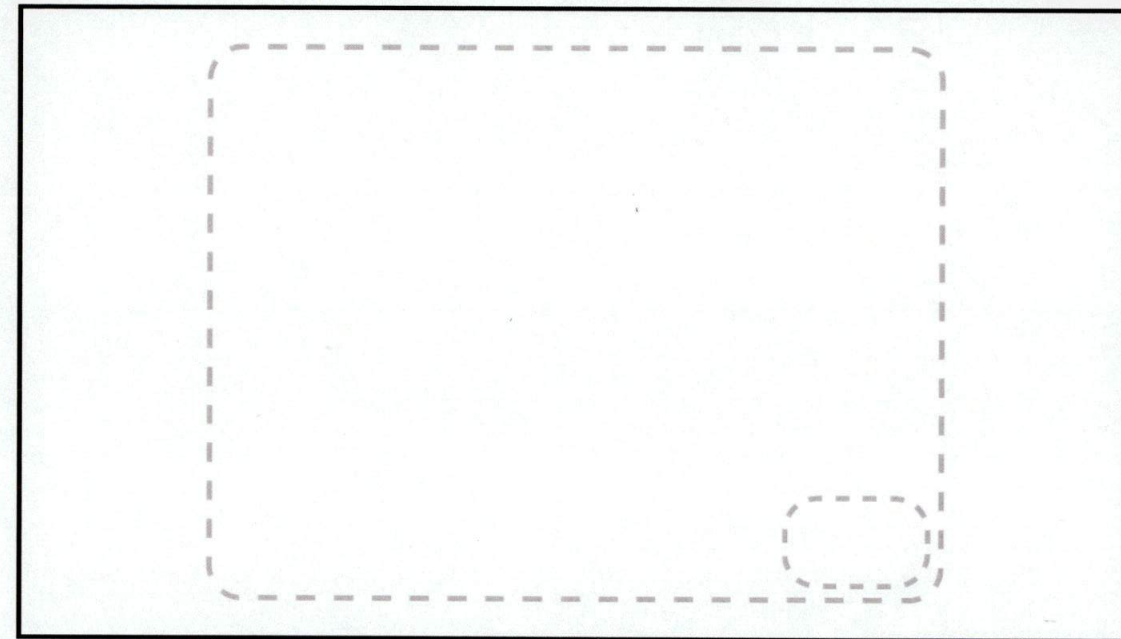
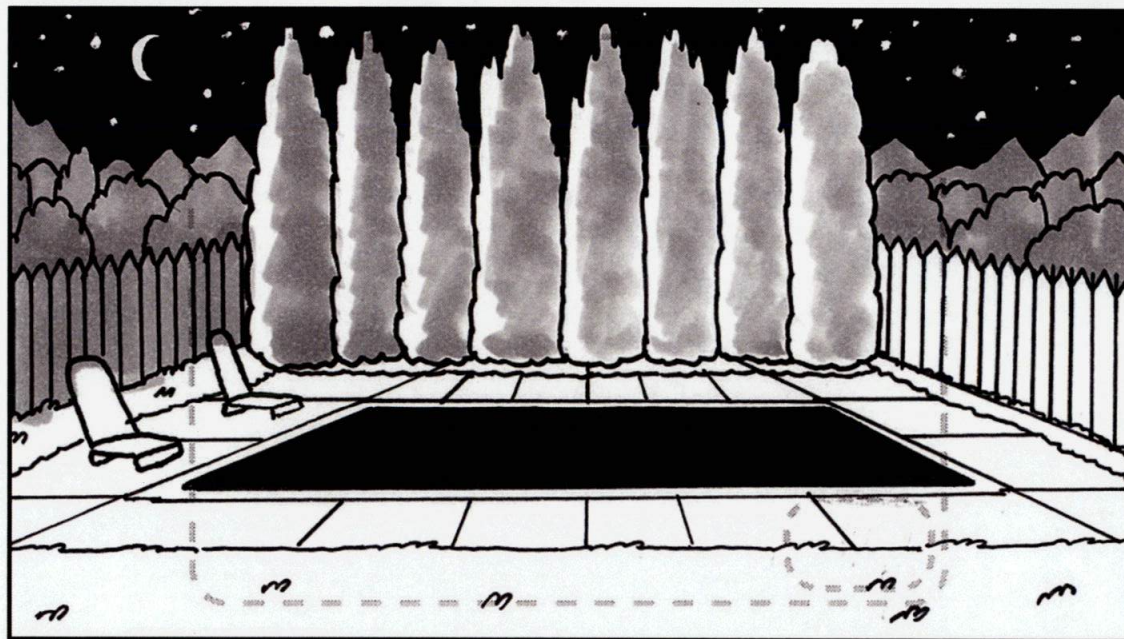
Pnl.

Bg.

Page 181A

day night

182 NEXT



Dialog:

Action:

Timing:

SEP 18 2014

EPISODE #

Production:

1025/197

1025/197





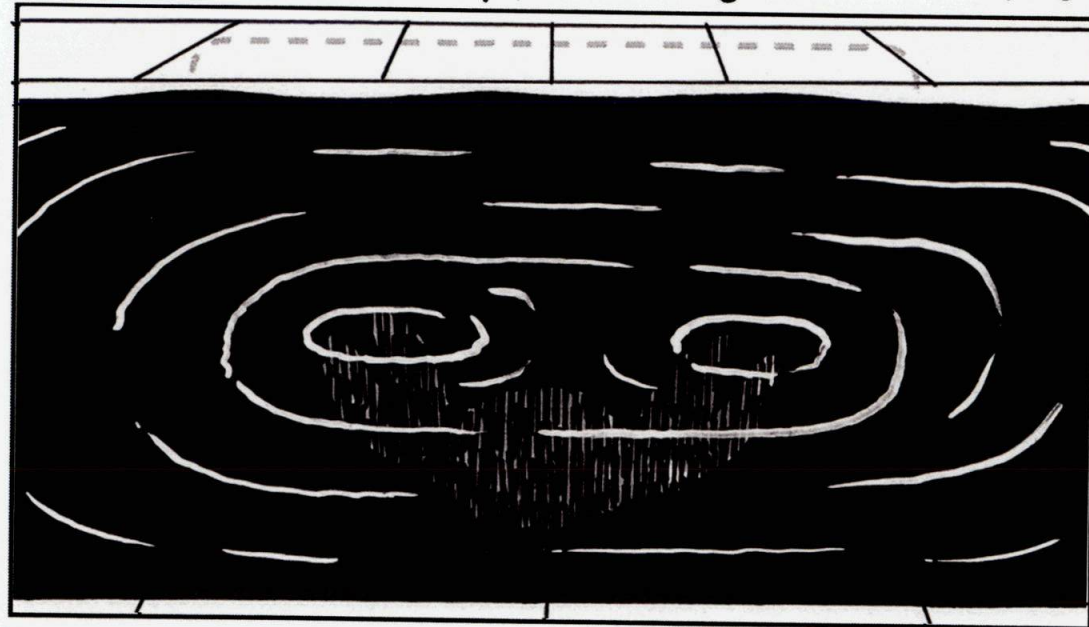
# ADVENTURE TIME

Sc. 161

Pnl. A

Bg.

day night

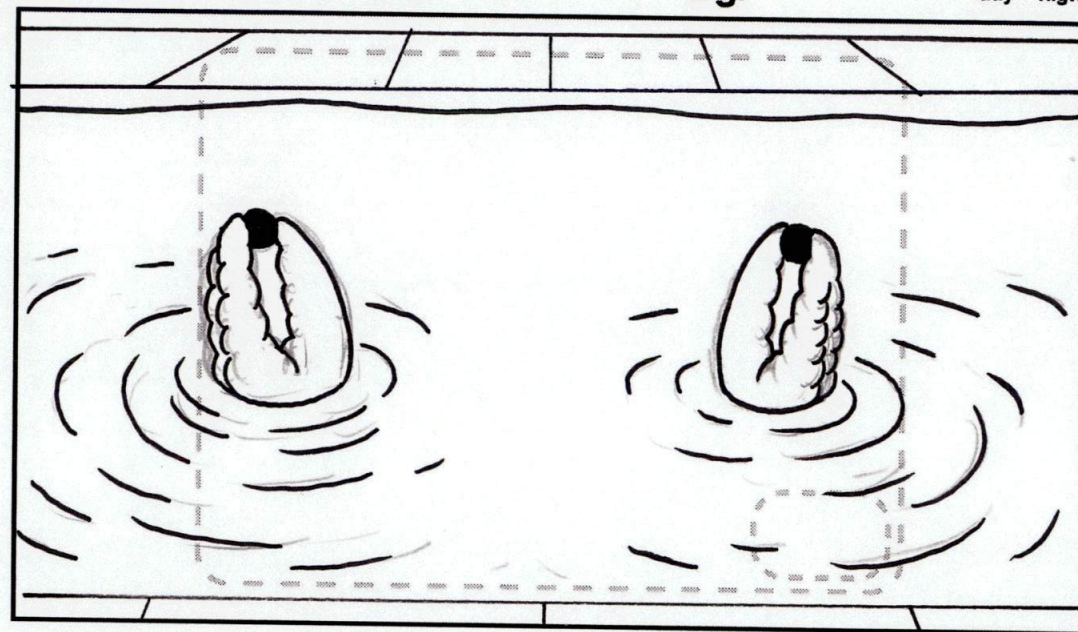


Sc. 161 CONT

Pnl. B

Bg.

day night



Dialog:

Magic Man/(OS) What does the crab say?

Action:

(claws come out of the water)

Timing:

SEP 18 2014

EPISODE #

Production:

Page 182

1025-197

1025/197

1025/197



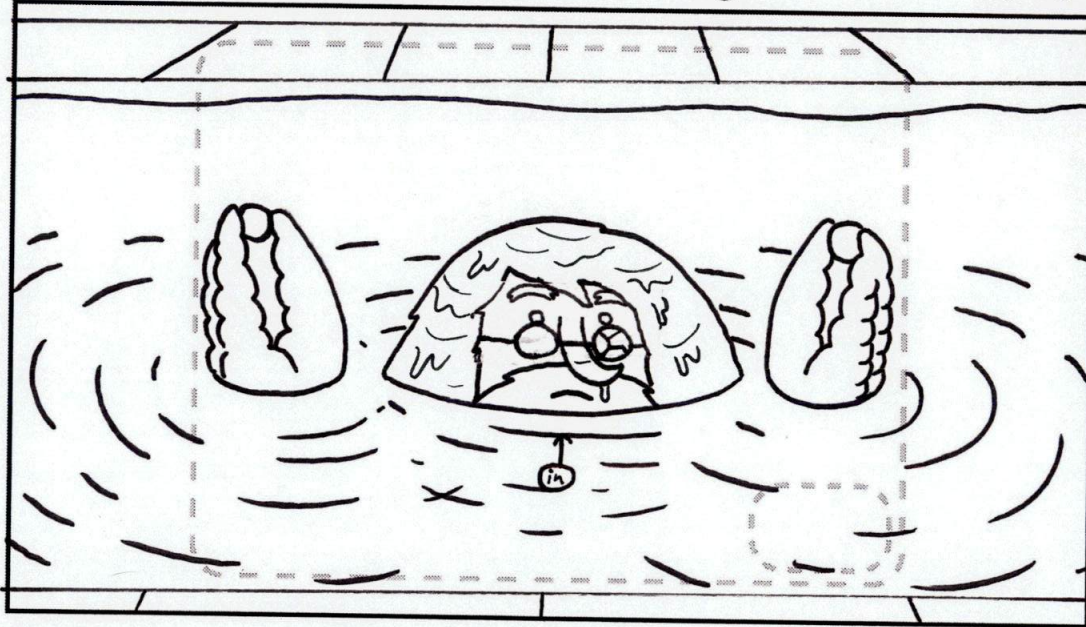
# ADVENTURE TIME



Sc. 161 *CONT* Pnl. C

Bg.

day night

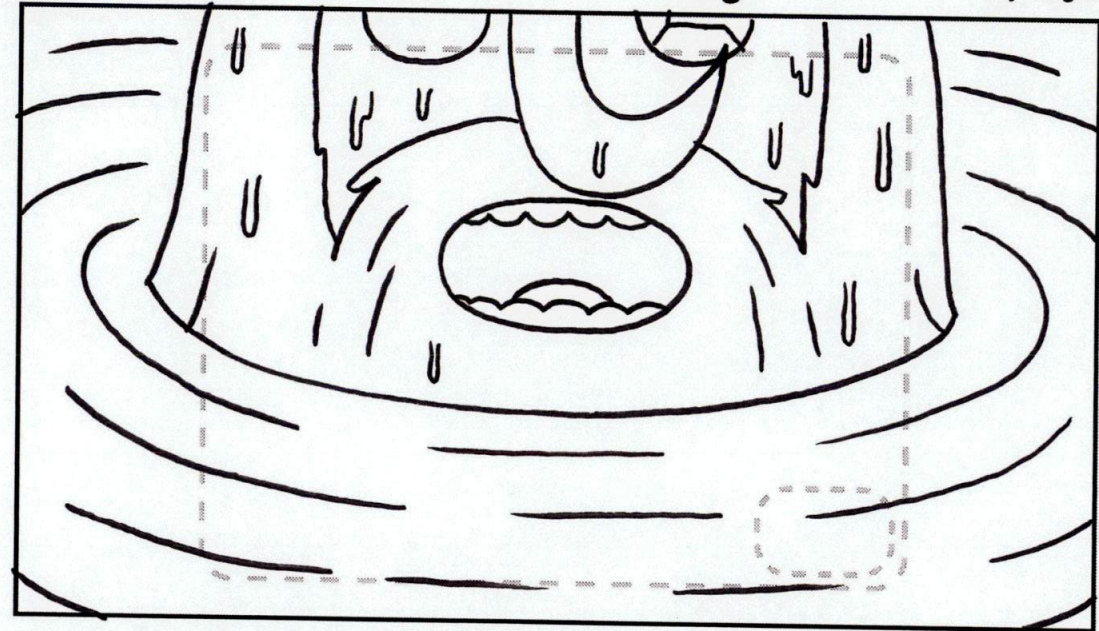


Sc. 162

Pnl. A

Bg.

day night



Dialog:

(simon silently mouths a phrase)  
"You forgot your floaties"

Action:

- SIMON HEAD EMERGES FROM WATER.

(maybe it appears as subtitles?)

Timing:

SEP 18 2014

EPISODE #

1025/197

1025-197

Production:

Page 183

1025/197



# ADVENTURE TIME



Page **184**

Sc. **163**

Pnl. **A**

Bg.

day night

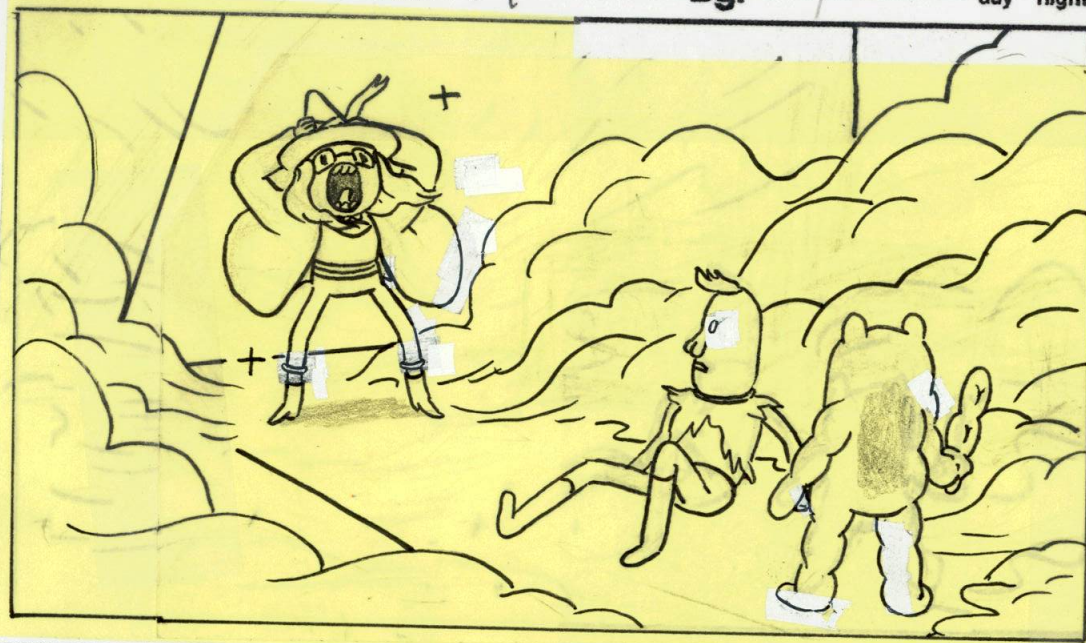


Sc. **164**

Pnl. **A**

Bg.

day night



Dialog:

Action:

Timing:

Betty / Screams turns to laughing ]

②



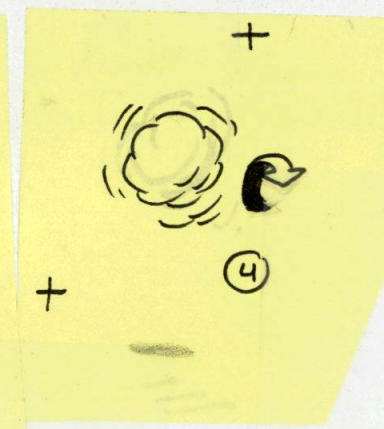
③



SEP 18 2014



Betty / LATEERS!



- BETTY TELPORTS AWAY.

EPISODE #

1025-197

1025/197

1025/197



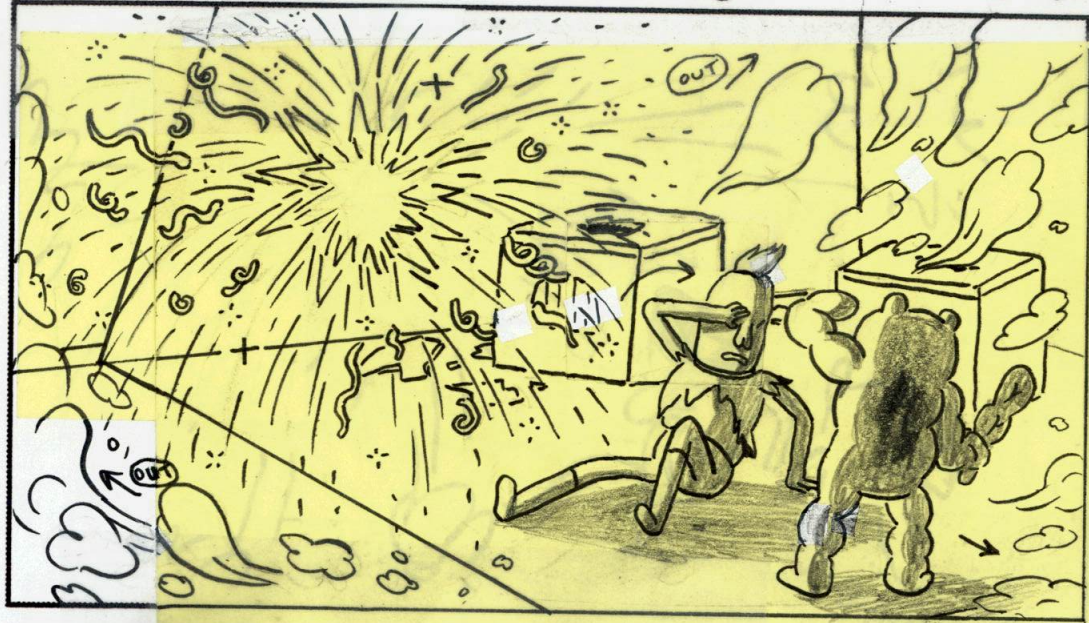
# ADVENTURE TIME



Sc. 164 CONT Pnl. B

Bg.

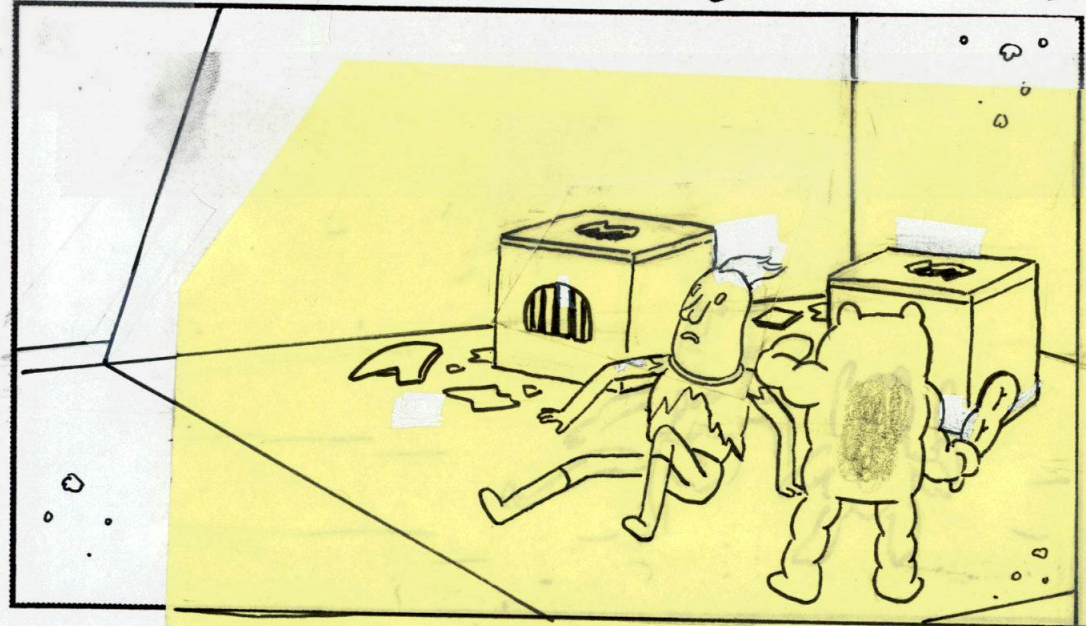
day night



Sc. 164 CONT Pnl. C

Bg.

day night



Dialog:

SFX:

BOOM

Action:

Fireworks

Timing:

SEP 18 2014

EPISODE #

Production:

Page 185

1025/197 1025-197

1025/197

1025/197



# ADVENTURE TIME

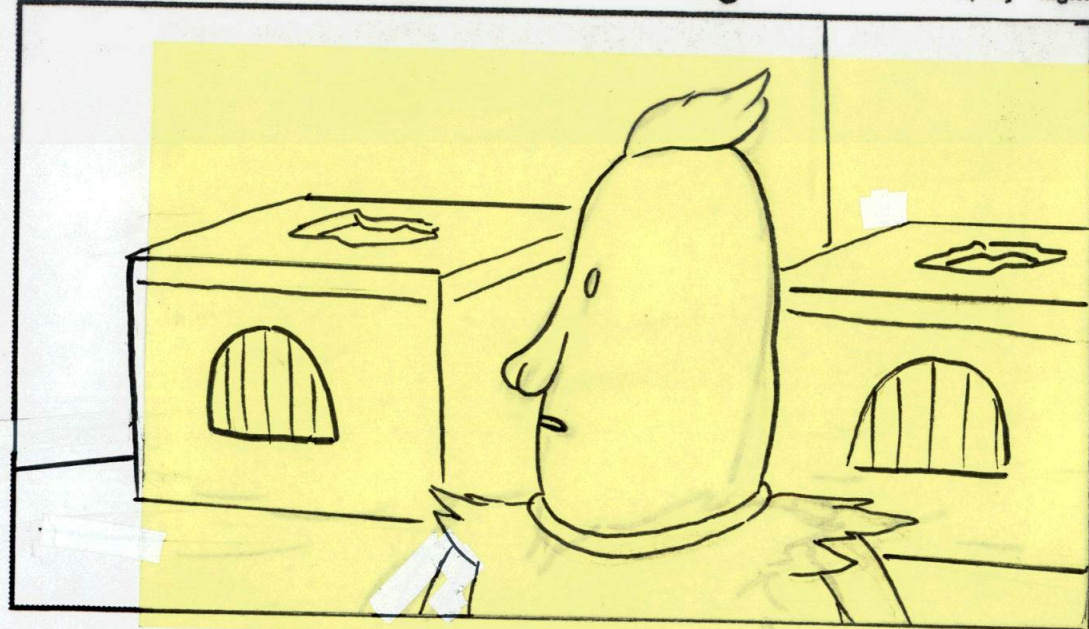


Sc. 165

Pnl. A

Bg.

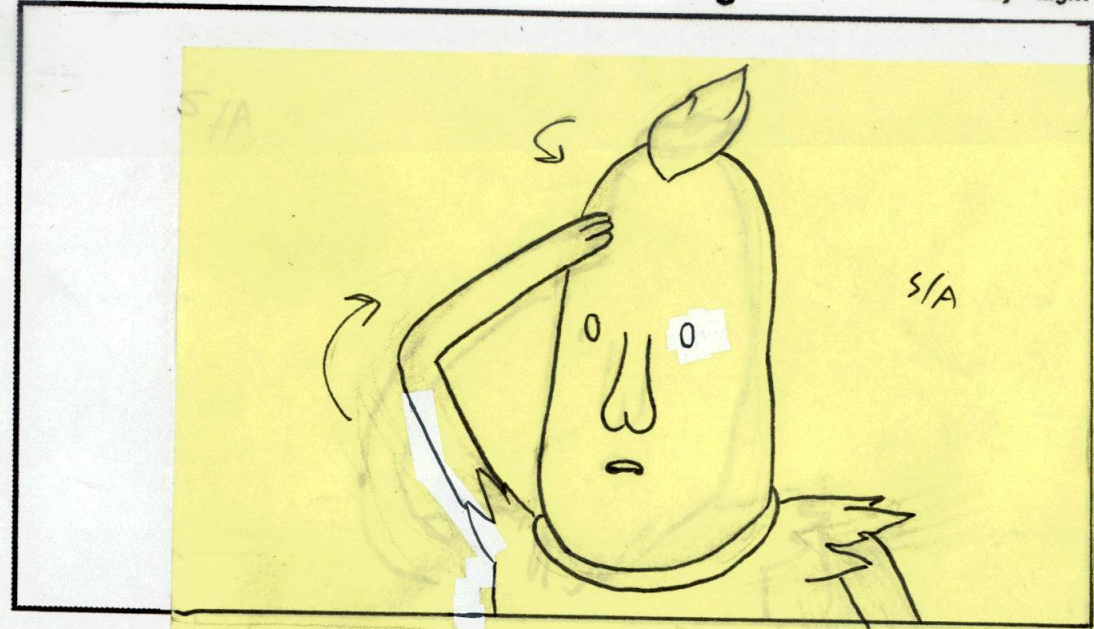
day night



Sc. 165 *cont* Pnl. B

Bg.

day night



Dialog:

mm / woah

Action:

mm / my ~~heart~~ is gone.  
Sadness

And my ma-

SEP 18 2014

Timing:

EPISODE #

Production:

Page 186

1025-197

1025/197

1025/197



# ADVENTURE TIME



Sc. **165 CONT** Pnl. **C**

Bg.

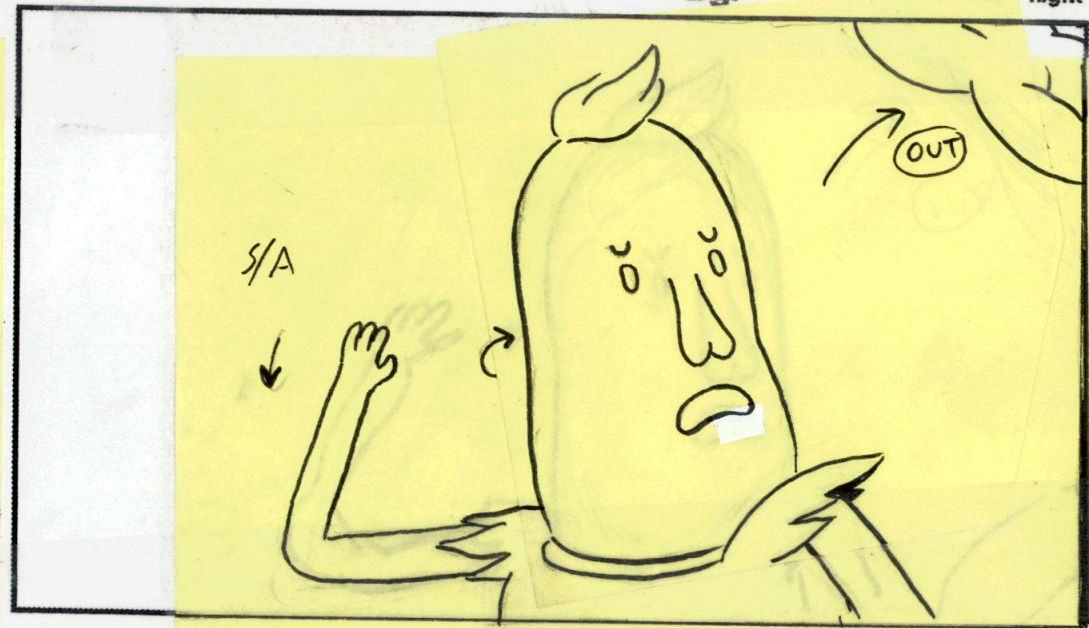
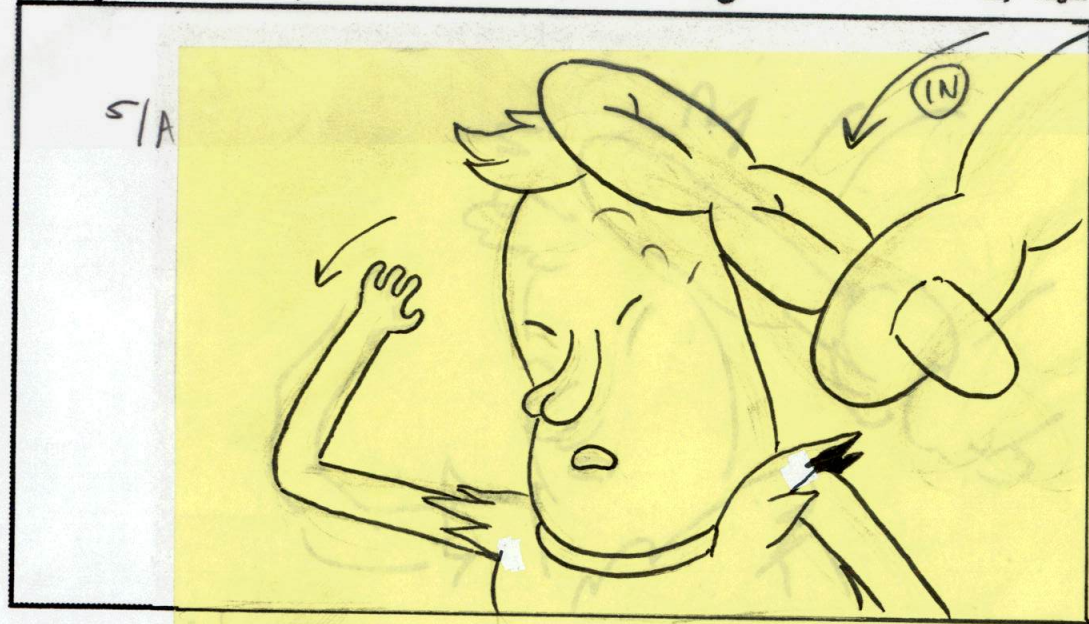
day night

Sc. **165 CONT** Pnl. **D**

Bg.

night

Page **187**



Dialog:

Sfx. **≡ BOP ≡**

mm / Hey!

Action:

mm / OW!

-BREAD FINN BOPS  
MAGIC MAN.

Timing:

SEP 18 2014

EPISODE #

1025-197

1025/197

Production:

1025/197





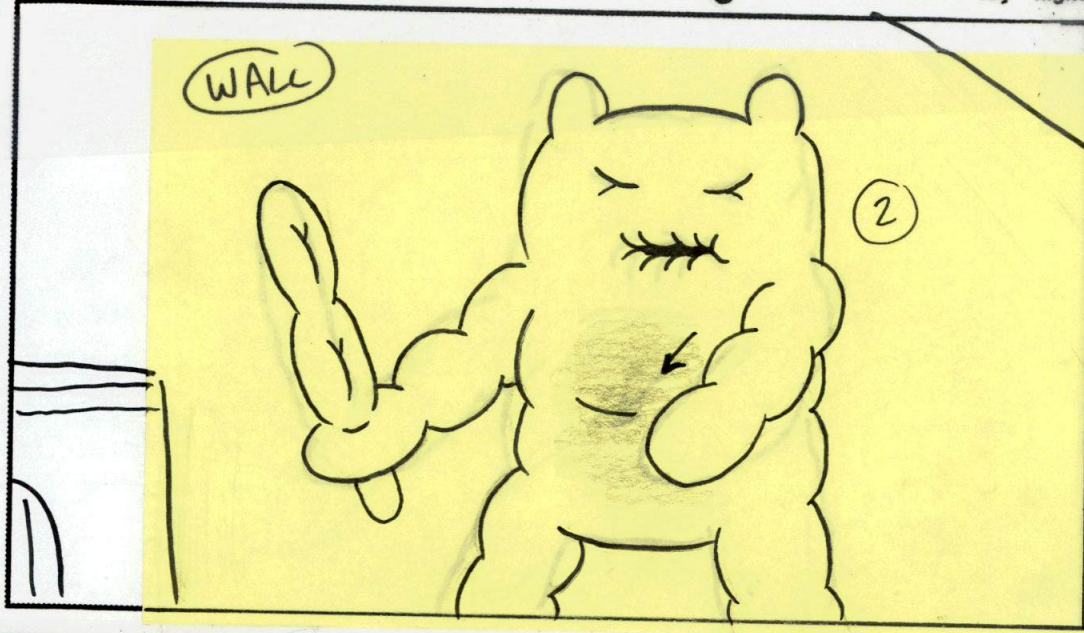
# ADVENTURE TIME

Sc. 166

Pnl. A

Bg.

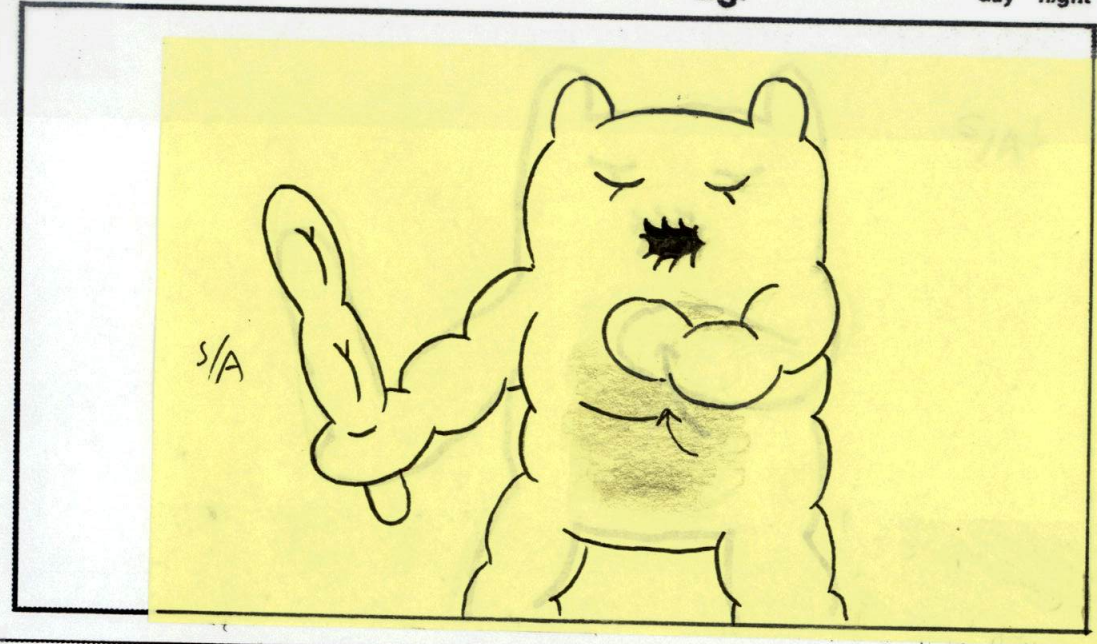
day night



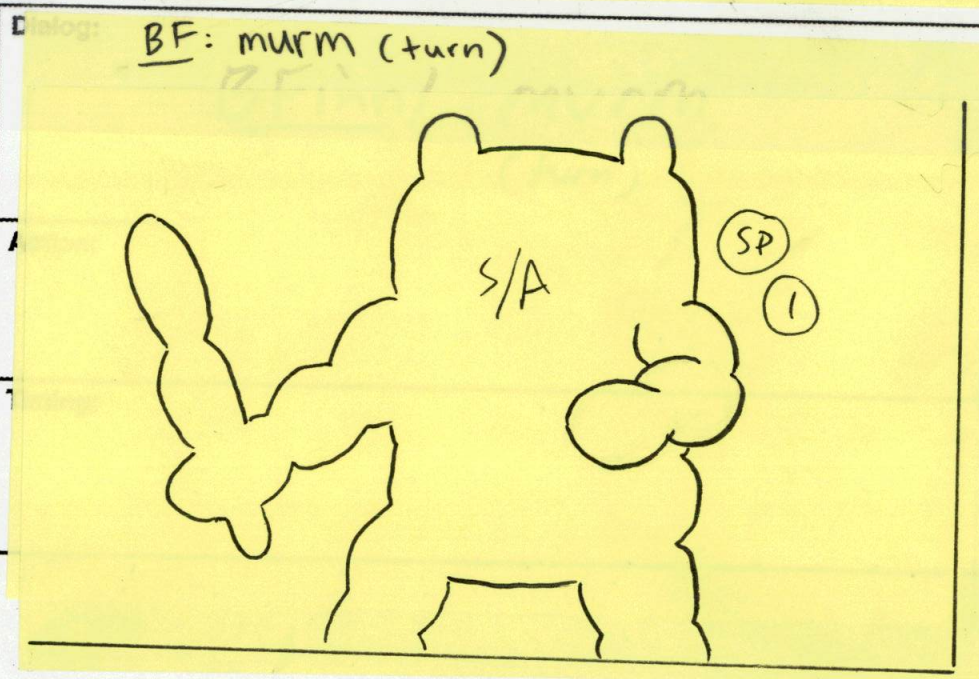
Sc. 166 *cont* Pnl. B

Bg.

day night



BF: murm (turn)



BF / mvph  
(me)

SEP 18 2011

EPISODE #

Production:

Page 188

1025-197

1025/197

1025/197



# ADVENTURE TIME



Sc. 166 CONT Pnl. C

Bg.

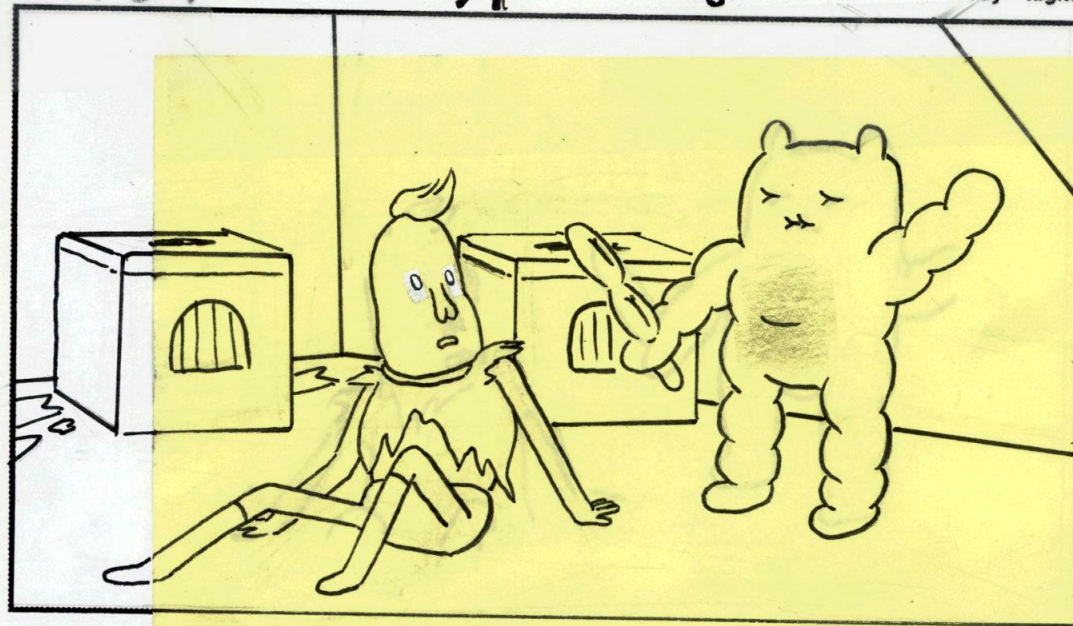
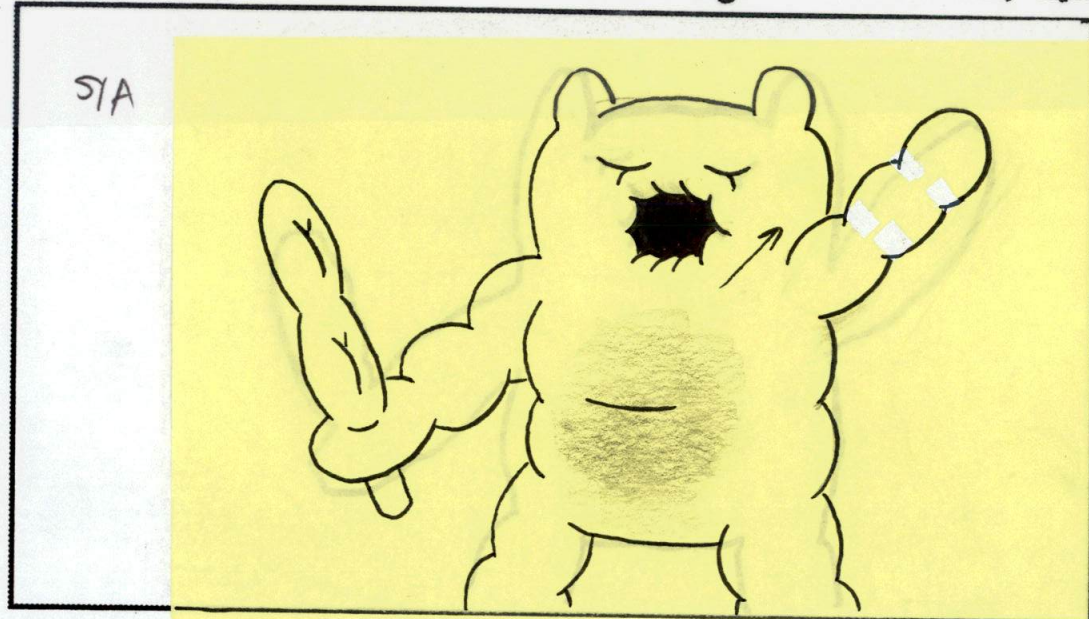
day night

Sc. 167

Pnl. A

Bg.

Page 189  
day night



Dialog:

BF / MAPH!  
(back!)

mm / do what?

Action:

Timing:

SEP 18 2014

EPISODE #

1025-197

1025/197

Production:

1025/197



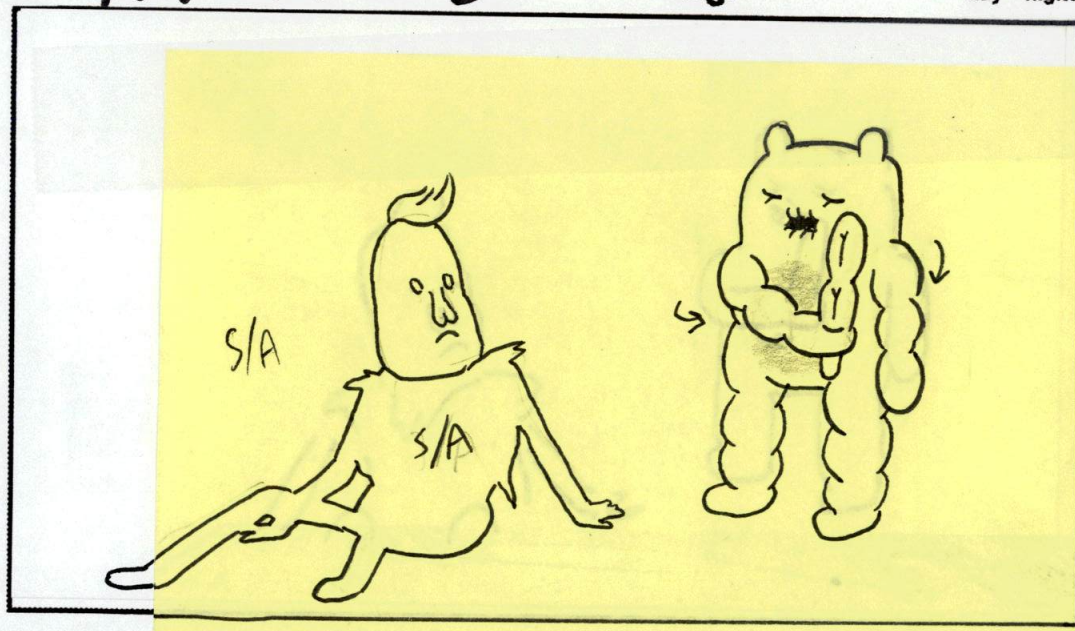


# ADVENTURE TIME

Sc. 167 cont Pnl. B

Bg.

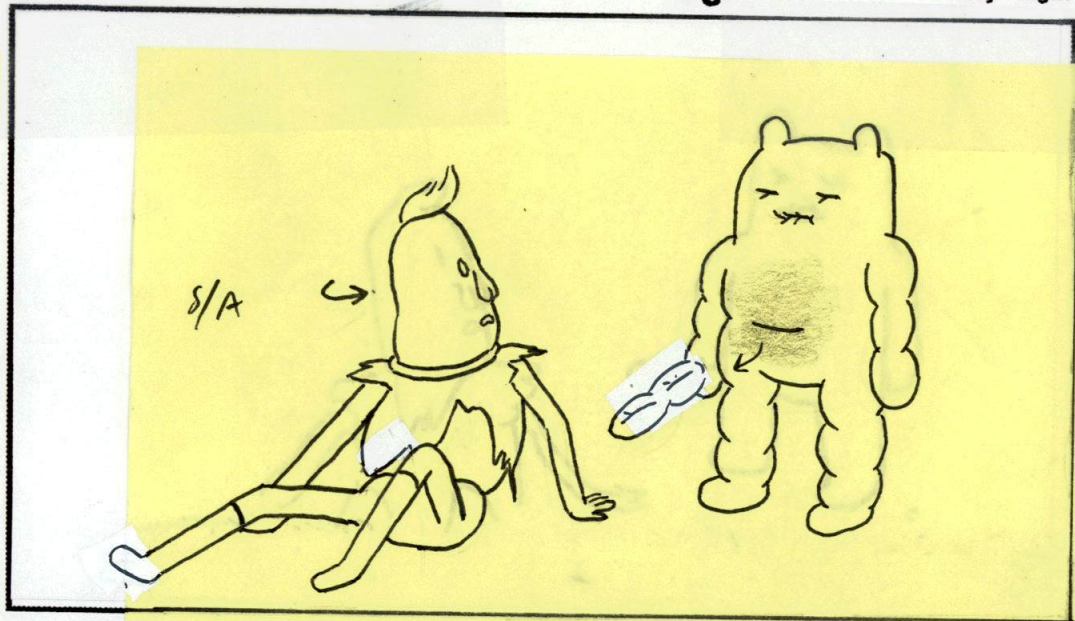
day night



Sc. 167 cont Pnl. C

Bg.

day night



Dialog:

BF / mvr mvr mvr mvr  
(turn me back)

mm / "turn you back"?

Action:

Timing:

SEP 18 2011

EPISODE #

Production:

Page 190

1025/197

1025-197

1025/197

1025/197



# ADVENTURE TIME



Sc. 167 CONT Pnl. D

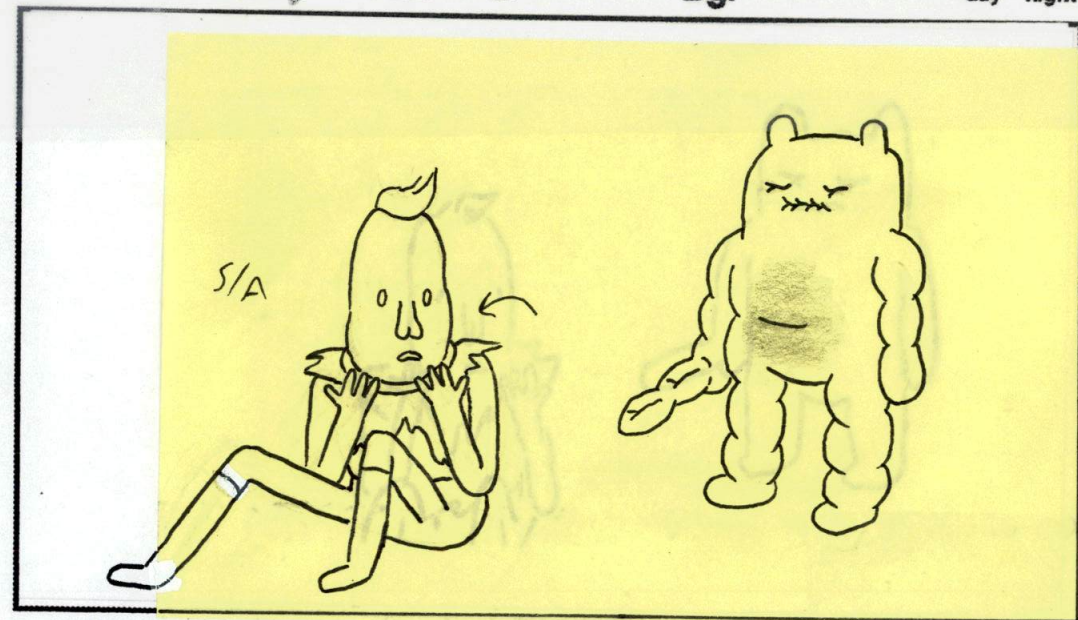
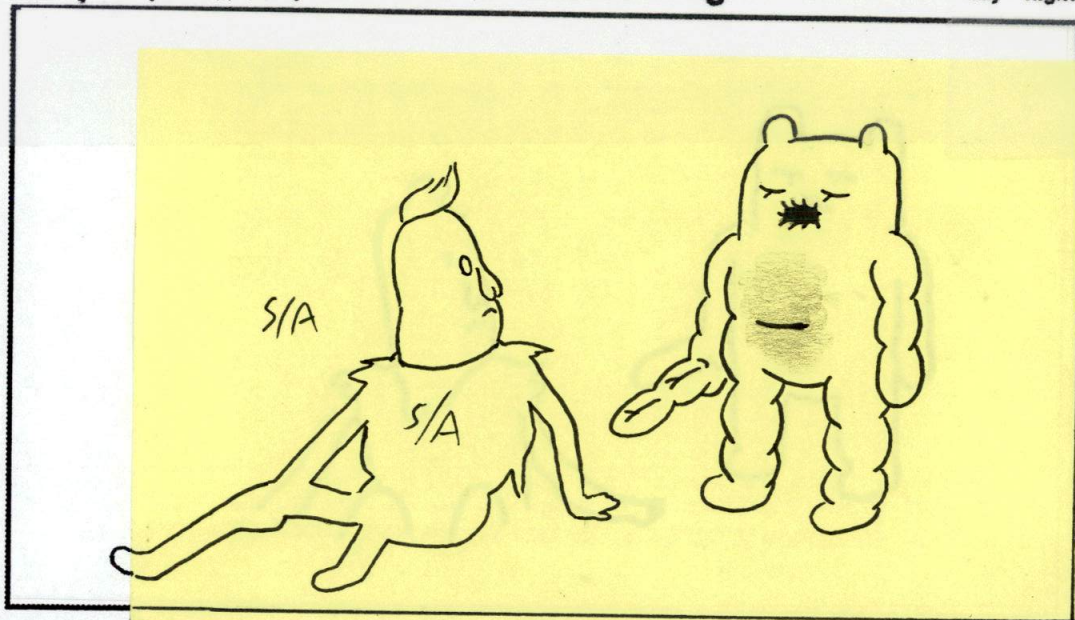
Bg.

day night

Sc. 167 CONT Pnl. E

Bg.

Page 191  
day night



Dialog:

BF / M E P H .  
(yes)

mm / I can't.

Action:

Timing:

SEP 18 2014

EPISODE #

Production:

1025-197

1025/197

1025/197



# ADVENTURE TIME

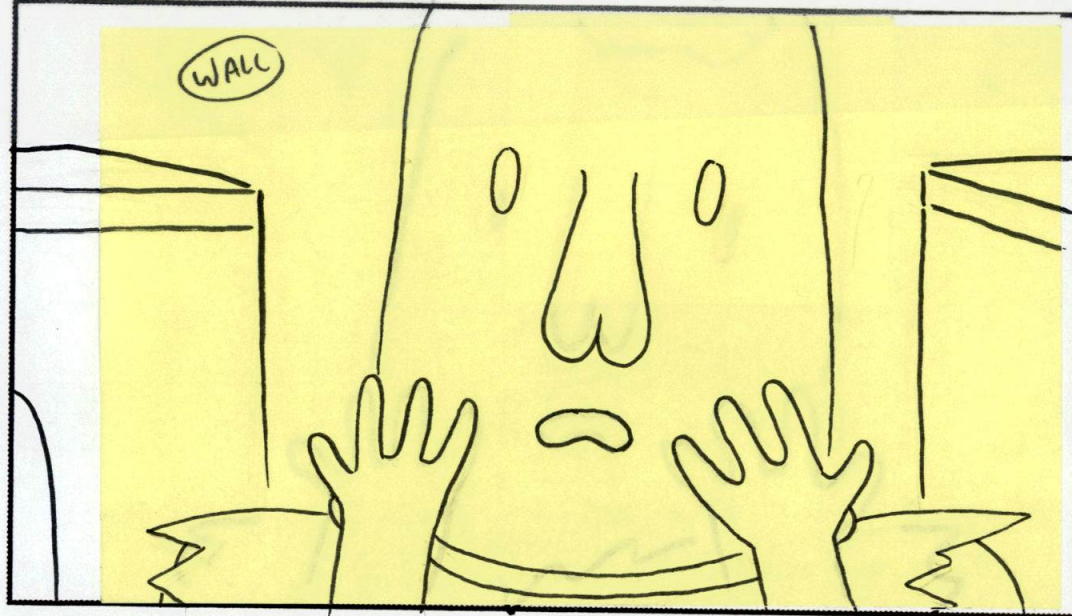


Sc. 168

Pnl. A

Bg.

day night

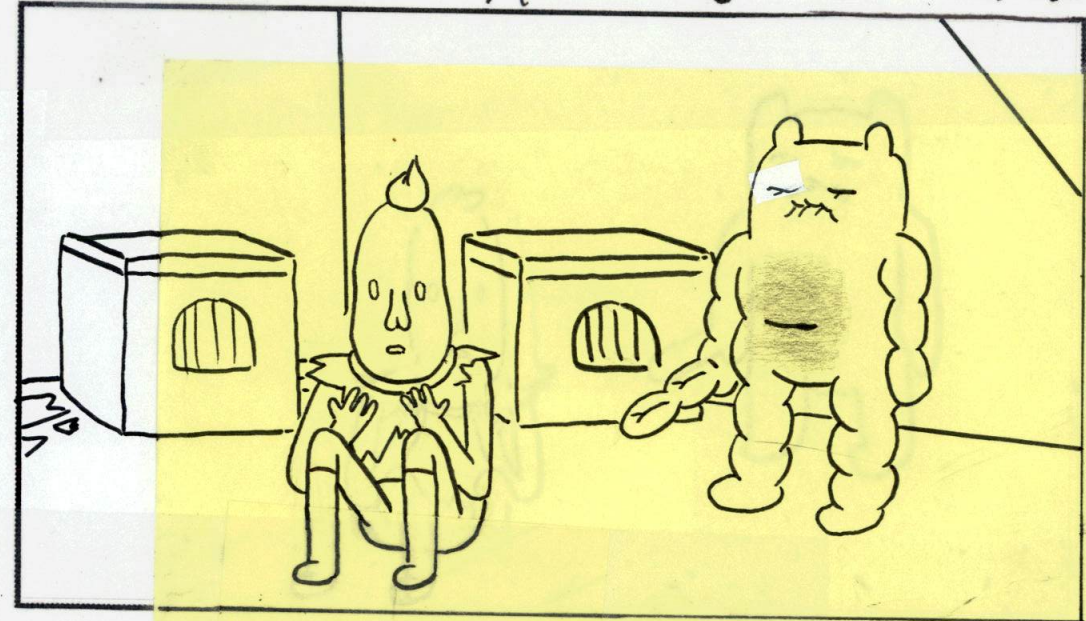


Sc. 169

Pnl. A

Bg.

day night



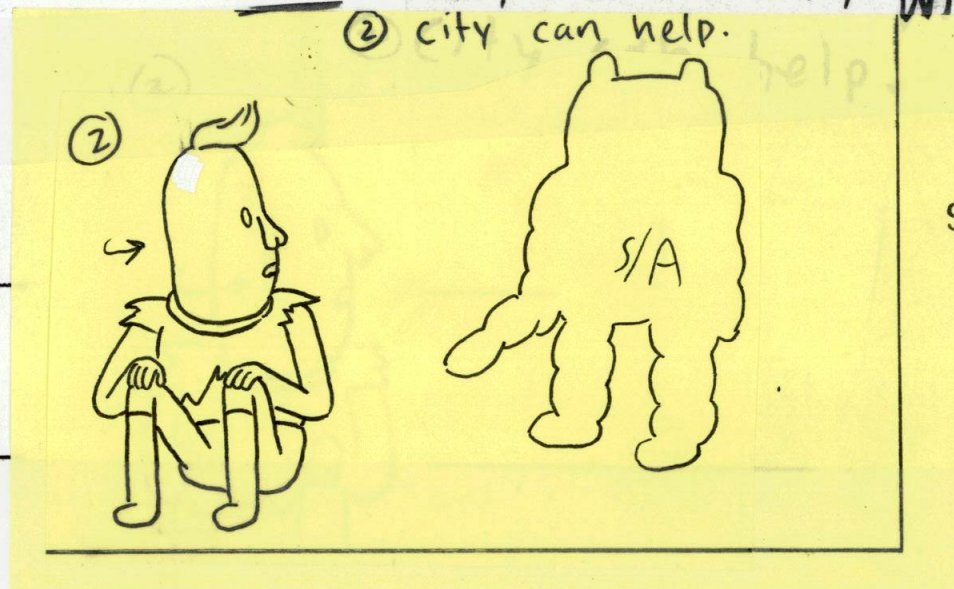
Dialog:

mm/ I think I'm just a  
NORMIE now.

Action:

Timing:

mm/maybe someone in Wizard  
② city can help.



SEP 18 2014

EPISODE #

Production:

1025-197

1025/197

1025/197

1025/197



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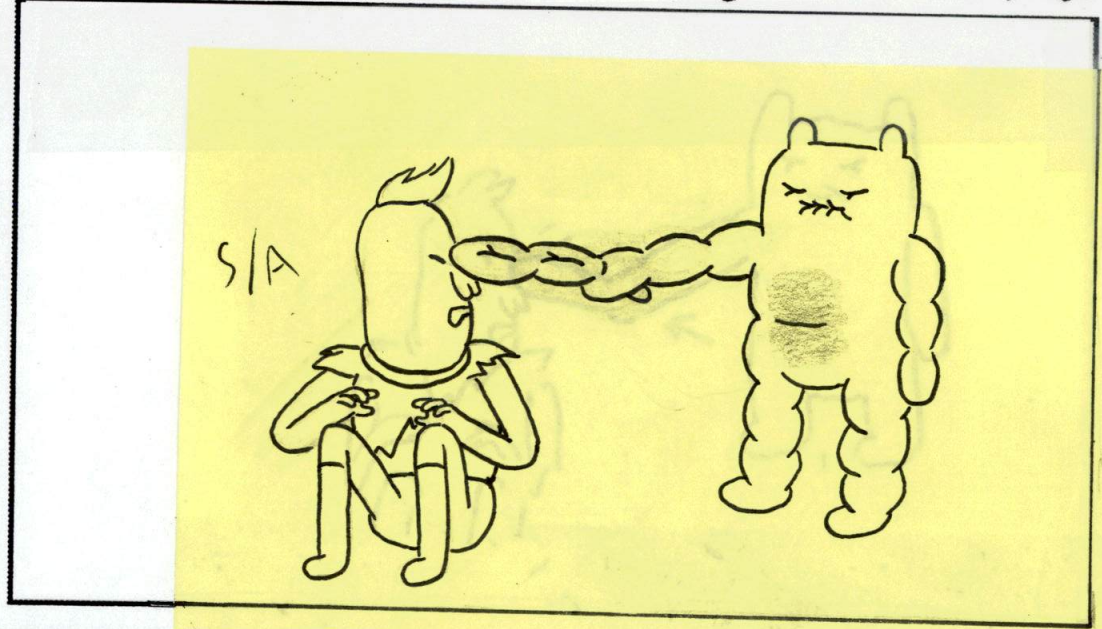
# ADVENTURE TIME



Sc. 169 cont Pnl. B

Bg.

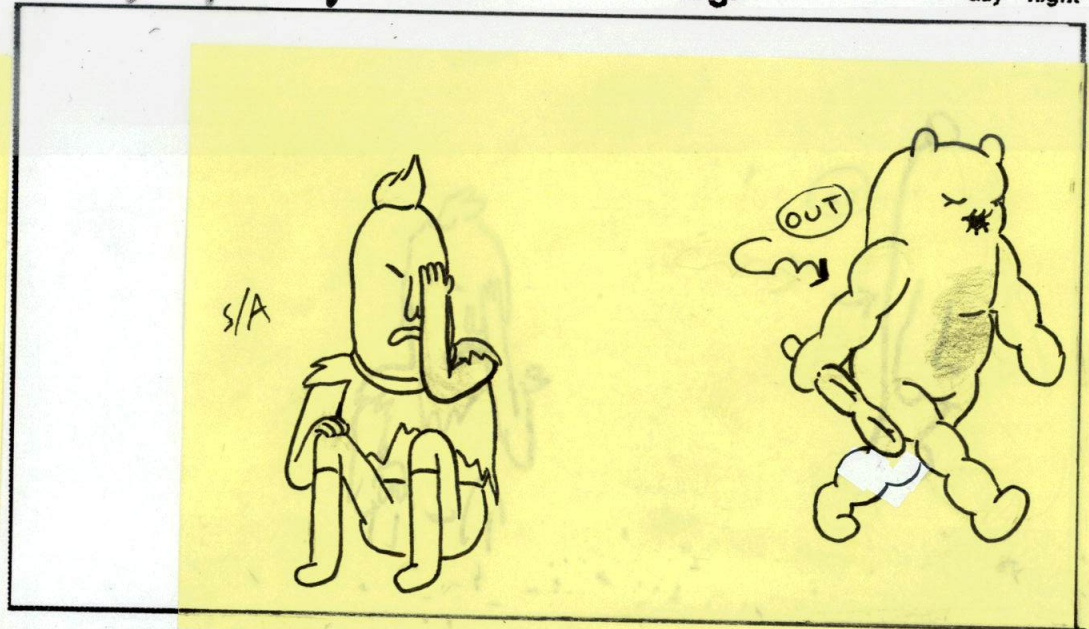
day night



Sc. 169 cont Pnl. C

Bg.

day night



Dialog:

SFX:

(POKE)

MM / OW!

Action:

-BF POKES MM. W/ BREAD SWORD.

F / maph moh

(get stuffed)

-BF WALKS OFF/5

Timing:

SEP 18 2014

EPISODE #

Production:

1025-197

1025/197

1025/197





# ADVENTURE TIME

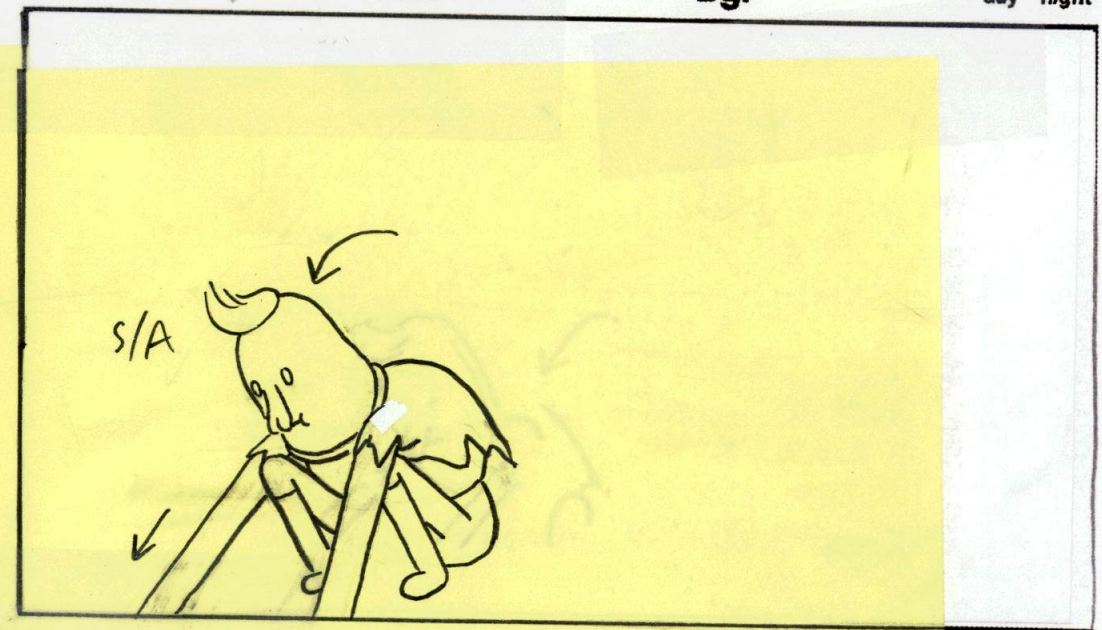
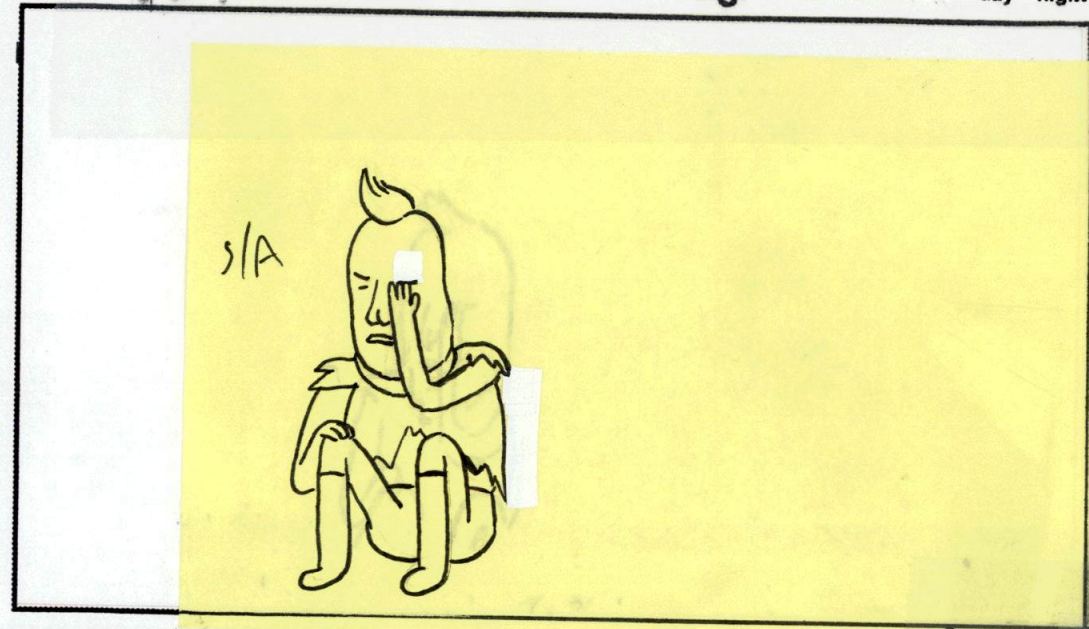
Page **194**

Sc. **169 CONT** Pnl. **D** Bg.

day night

Sc. **169 CONT** Pnl. **E** Bg.

day night



Dialog:

Action:

-MM HOLDS EYE.

Timing:



SEP 18 2014

-MM REACHES  
OFF/S AND PULLS  
UP GLOB'S  
HELMET.

EPISODE #

Production:

1025-197

1025/197

1025/197

1025/197



# ADVENTURE TIME



Sc.

169 CONT Pnl. F

Bg.

day night

Sc.

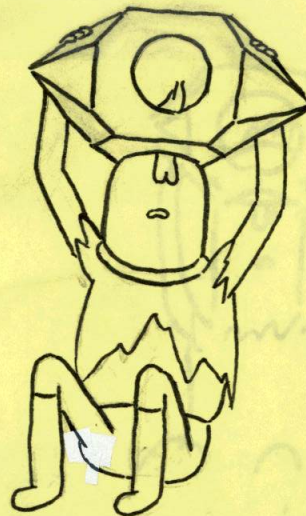
169 CONT Pnl. G

Bg.

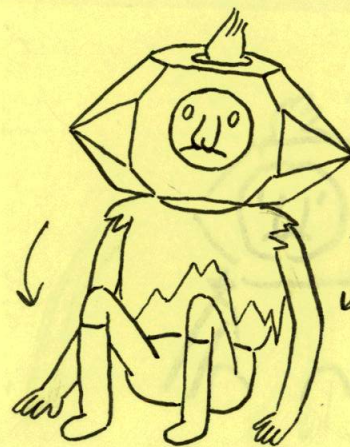
Page

195

day night



S/A

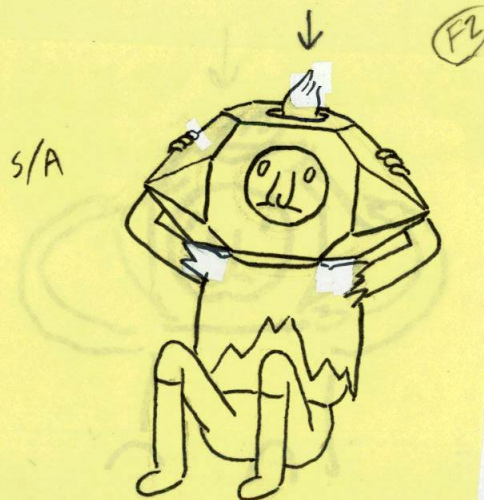


S/A

Dialog:

Action:

Timing:



S/A

(F2)

- MM PUTS  
ON HELMET  
SIDWAYS.

SEP 18 2014

EPISODE #

Production:

1025-197

1025/197

1025/197





# ADVENTURE TIME

Sc.

170

Pnl.

A

Bg.

day night

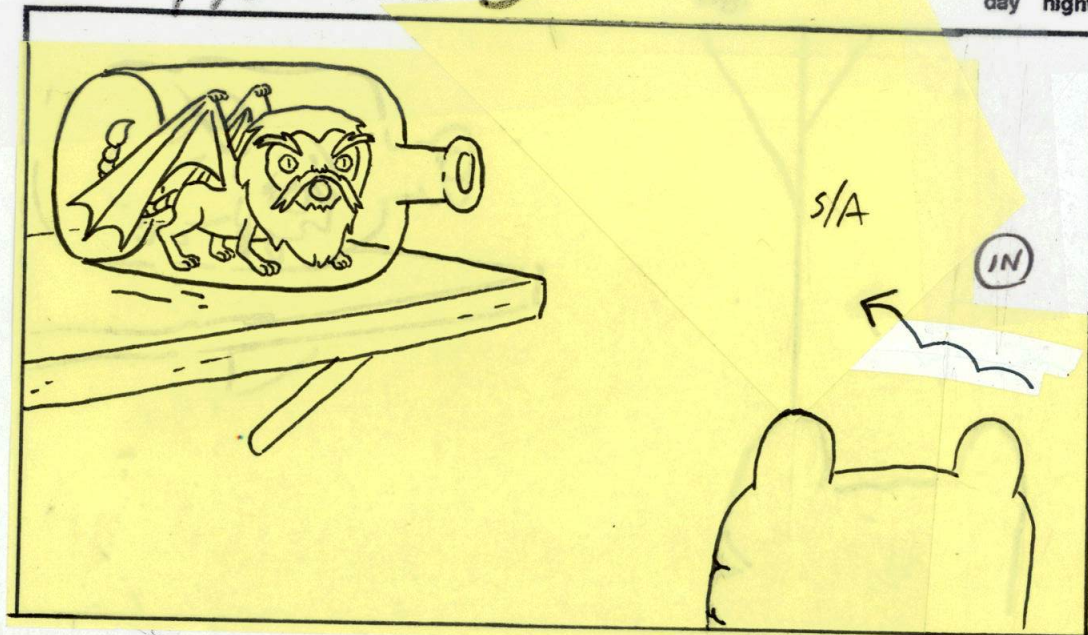
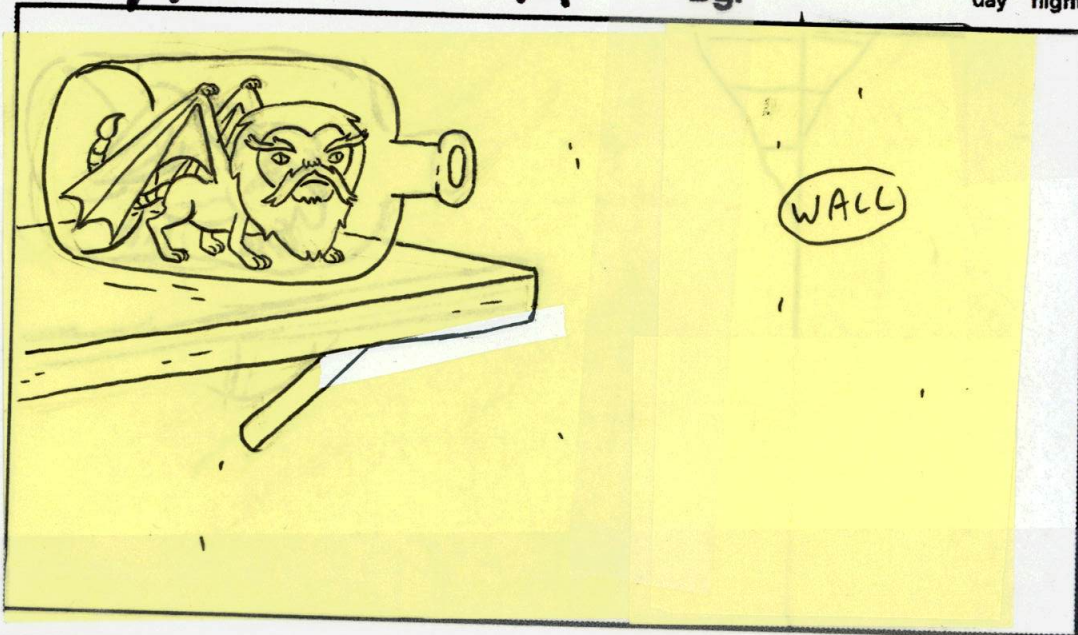
Sc.

170 cont Pnl. B

Page

196

day night



Dialog:

SFX:

Action:

Stomp stomp p  
Stomp

TM/ Finn, is that ya?

-BREAD FINN WALKS ON/S.

Timing:

SEP 18 2014

Production:



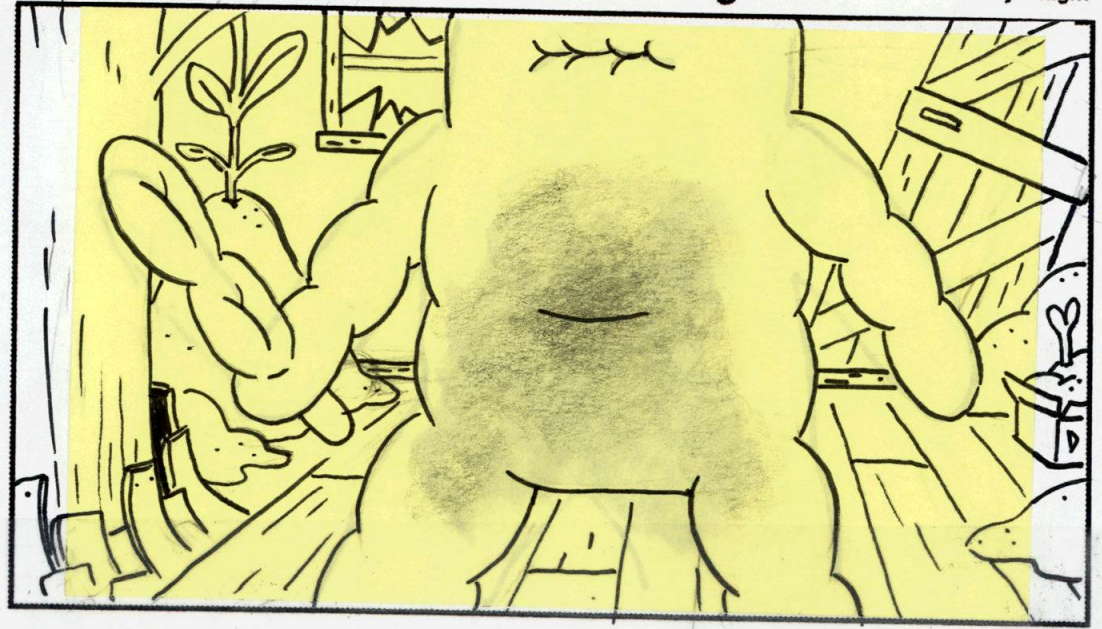
1025/197

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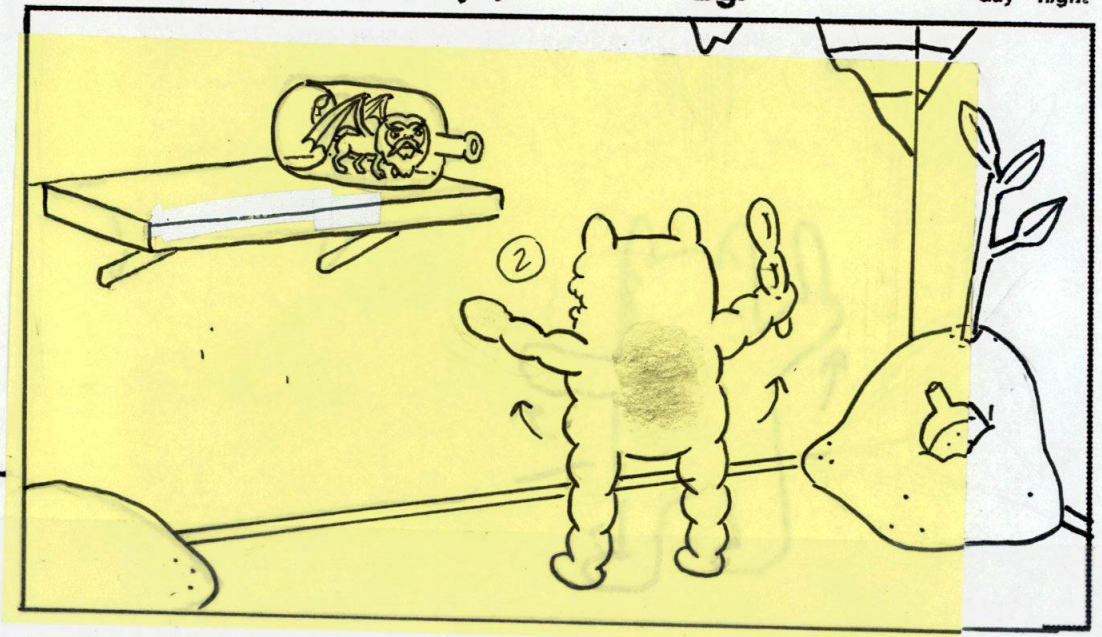
# ADVENTURE TIME



Sc. 171 Pnl. A Bg. day night



Sc. 172 Pnl. A Bg. day night



Dialog:

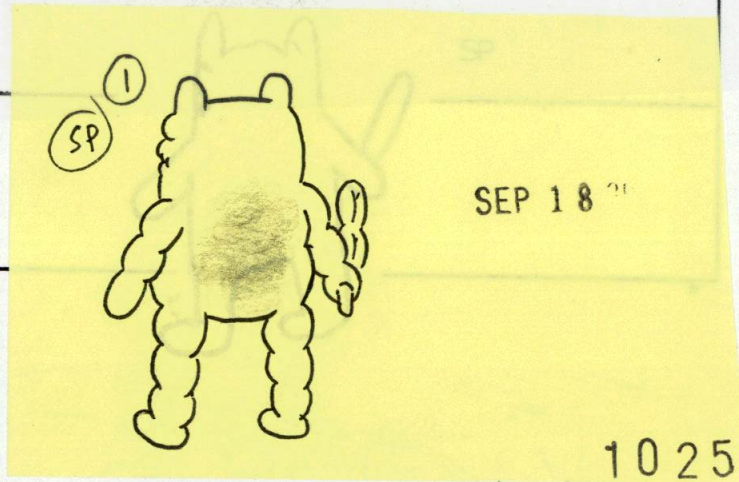
Tim <sup>(9/5)</sup> and Jake?

Action:

- C/U of SOUP-SOAKED FINN.

Timing:

F/ my muh mu  
mimuh mimuh  
(Fly me to wizard city)



SEP 18 '11

Page 197

EPISODE #

Production:

re field

1025-197

1025/197

1025/197



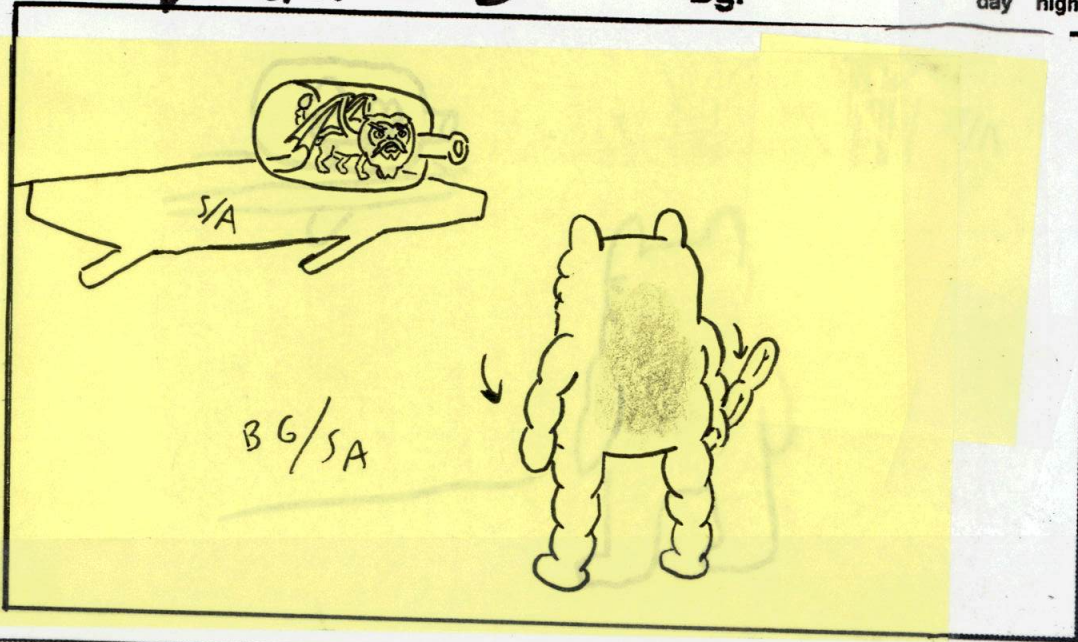
# ADVENTURE TIME



Sc. 172 cont Pnl. B

Bg.

day night



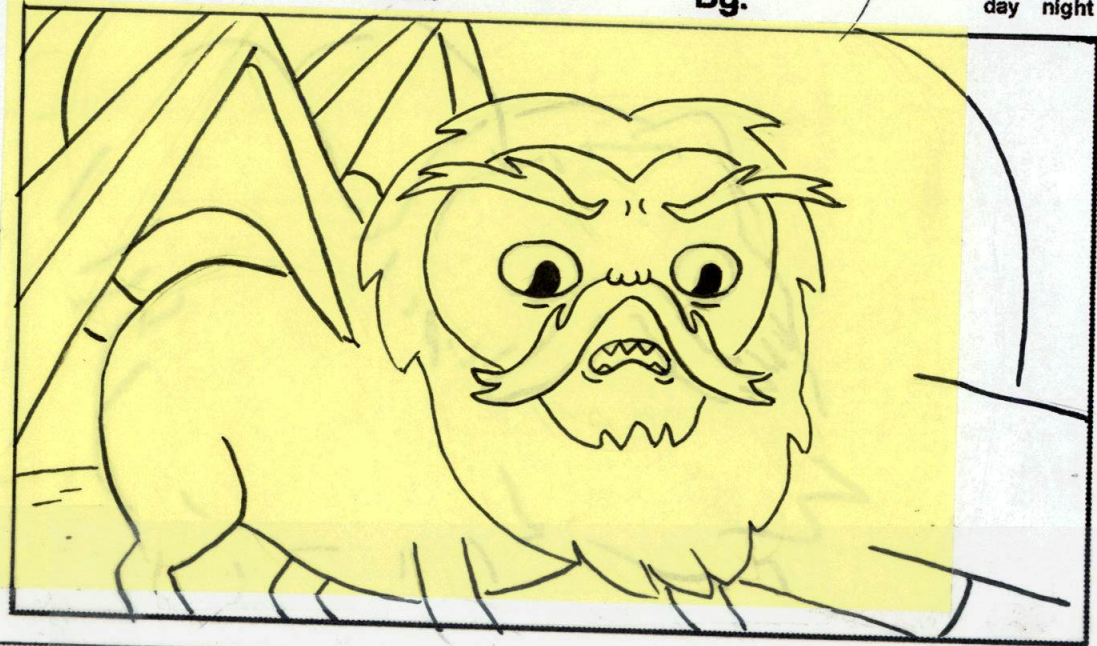
Sc. 173

Pnl. A

Bg.

Page 198

day night



Dialog:

TM/ Fly you to wizard city?

Action:

TM/ I... I cant!

Timing:

SEP 18 2014

EPISODE #

Production:

1025-197

1025/197

1025/197



# ADVENTURE TIME

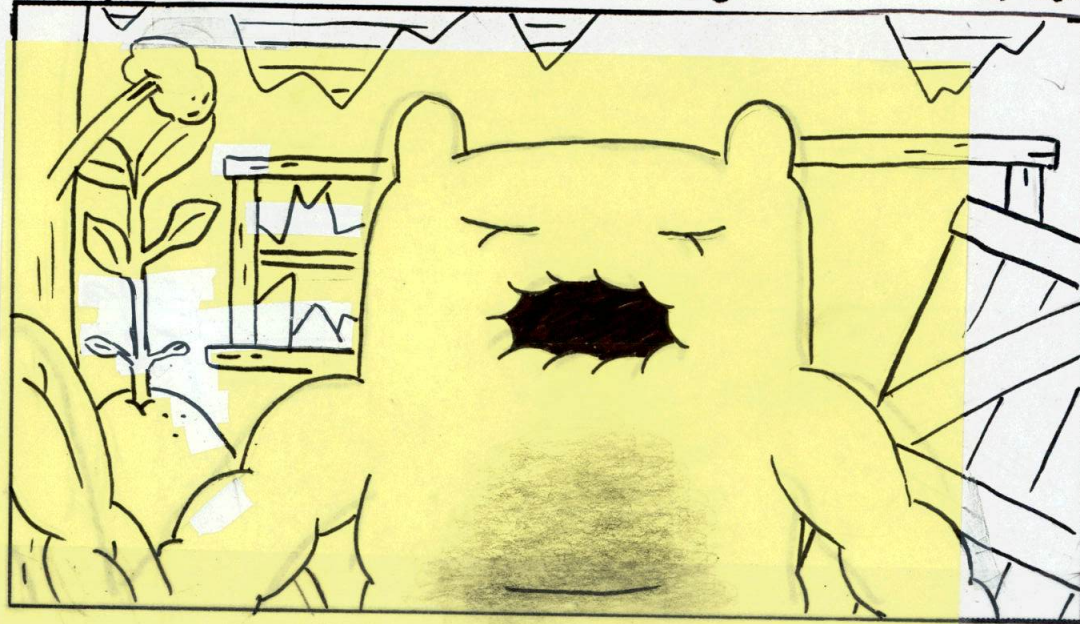


Sc. 174

Pnl. A

Bg.

day night

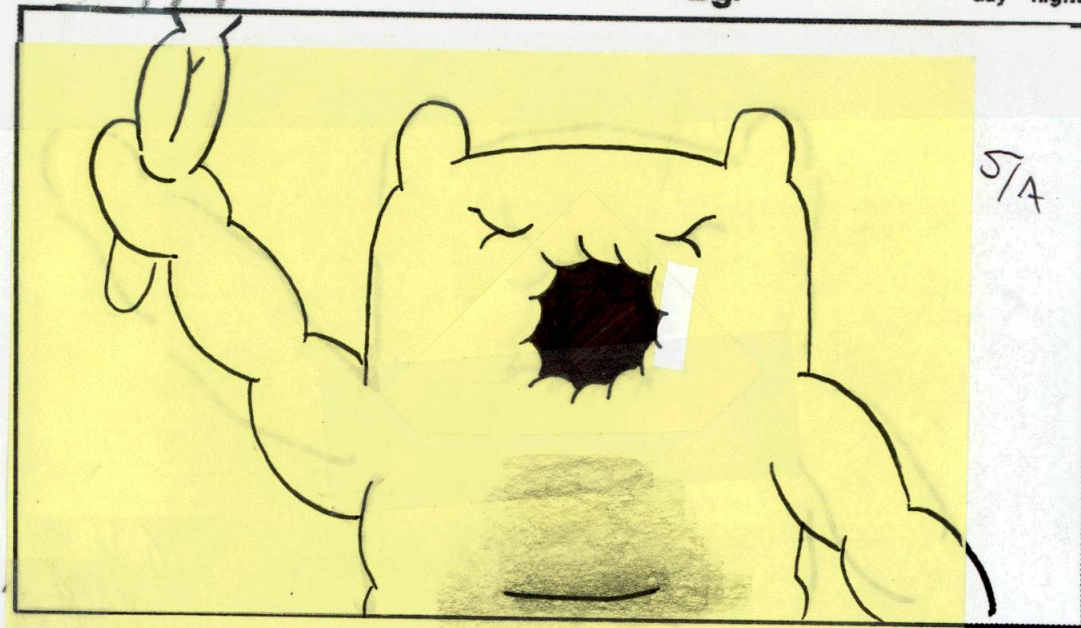


Sc. 174 cont

Pnl. B

Bg.

day night



Dialog:

F/meh moo mam!

Action:

(yes you can)

Timing:

SEP 18 2014

EPISODE #

1025-197

1025/197

Production:



# ADVENTURE TIME

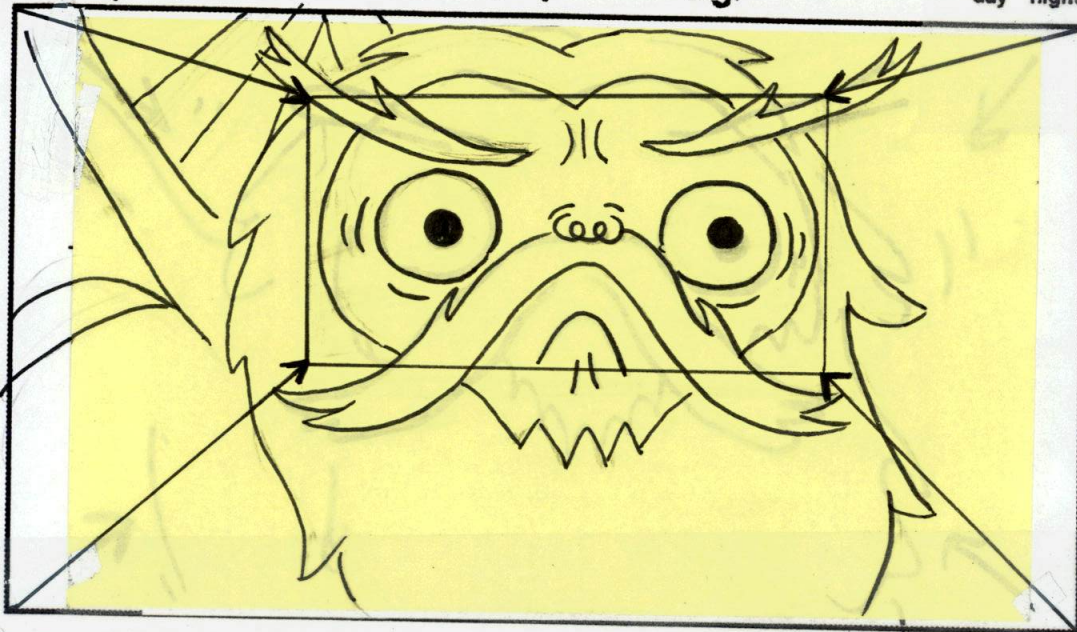


Sc. **175**

Pnl. **A**

Bg.

day night

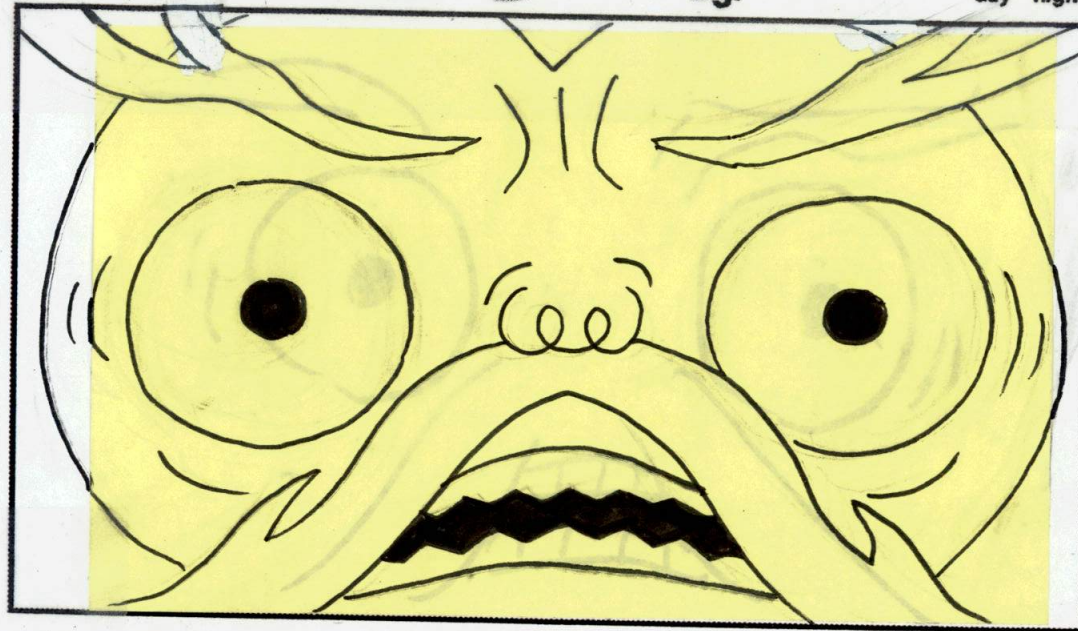


Sc. **175 cont**

Pnl. **B**

Bg.

day night



Page **200**

Dialog:

F / <sup>(0/5)</sup> m o m e u h  
m i m p h !

Action:

(don't be a wimp)  
**TRUCK IN**

Timing:

T M / A h -

(end truck in

SEP 18 2014

EPISODE #

1025-197

1025/197

Production:

1025/197



# ADVENTURE TIME

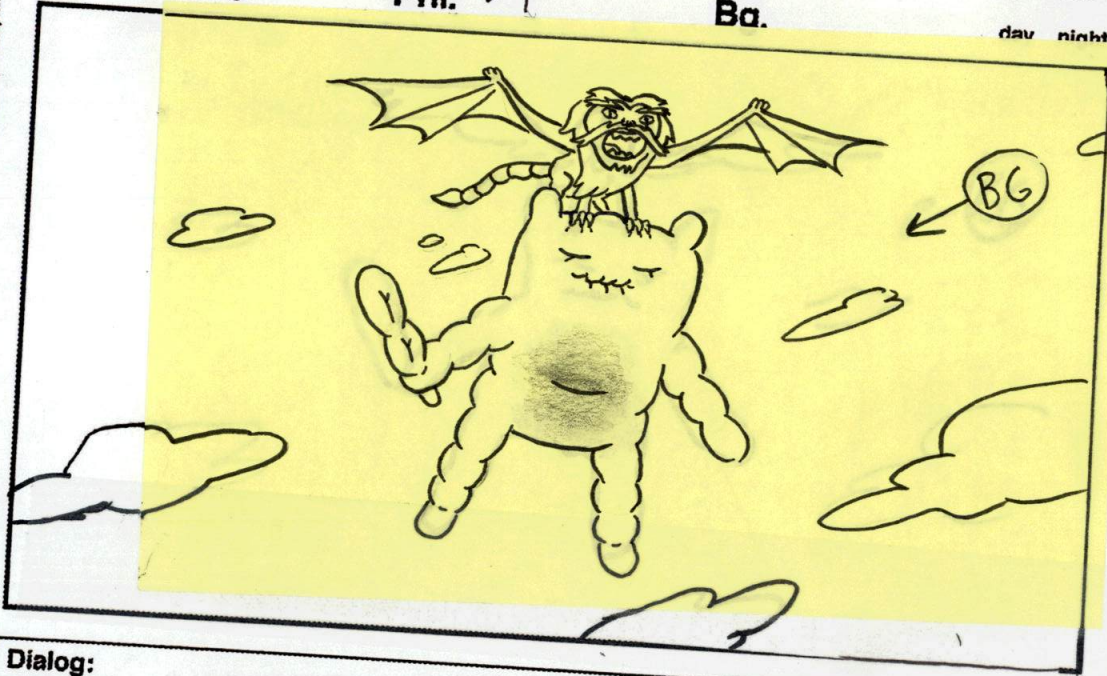


Sc. 176

Pnl. A

Bg.

day night



Sc. 176 *cont*

Pnl. B

Bg.

day night



Dialog:

TM/ HAA!!!

Action:

- TM FLYING THROUGH SKY  
CARRYING BREAD FINN.

Timing:

- CYCLE (A), (B), (A), (B), etc.

- SLIGHT SWAYING OF BREAD FINN  
IN THE WIND.

SEP 18 2014

EPISODE #

Production:

1025-197

1025/197



# ADVENTURE TIME



Sc. 177

Pnl. A

Bg.

day night

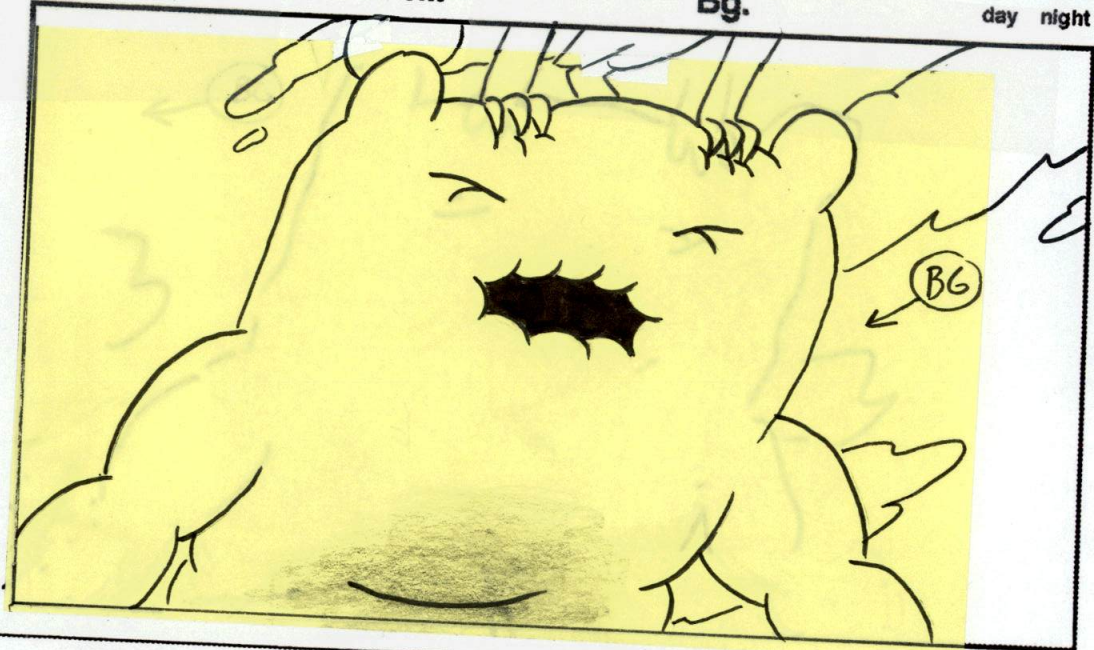


Sc. 177 CONT

Pnl. B

Bg.

Pa 202  
day night



Dialog:

(9/5)  
TM - find my courage!

Action:

F / mih muh mim mo  
muh hoe hime

Timing:

(it was in you the whole time)

SEP 18 2014

EPISODE #

Production:

1025-197

1025/197

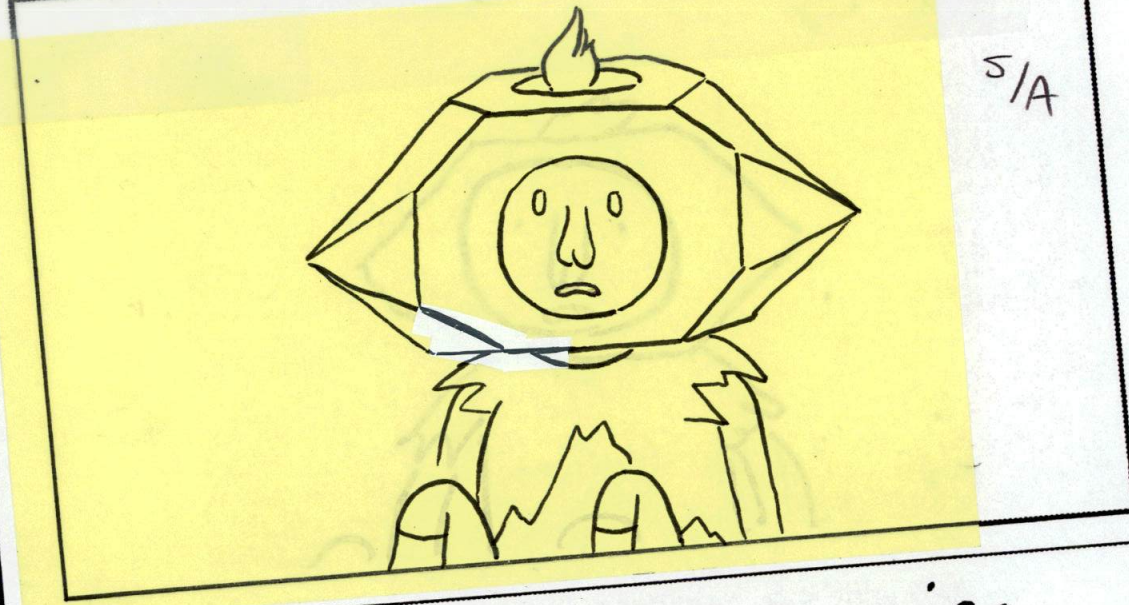
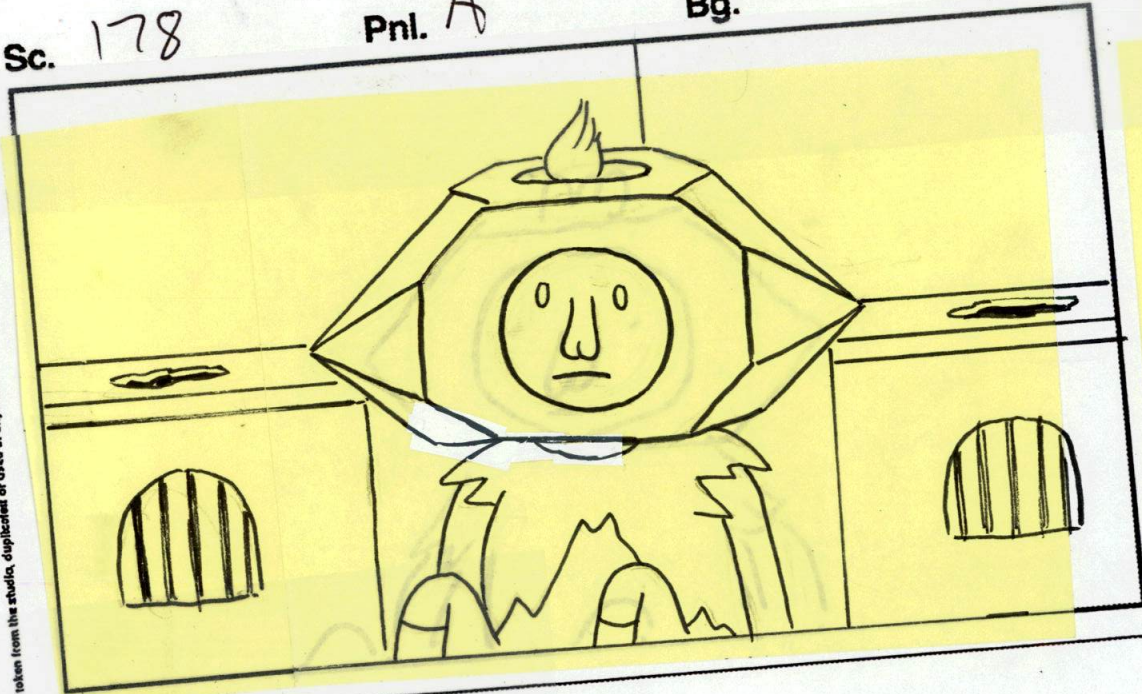
1025/197



Sc. 178

Pnl. A

Bg.



S/A

Dialog:

...

Action:

Timing:

mm / What do normies  
do... get  
smoothies or  
something?

SEP 18 2014

END

EPISODE #

Production:

1025/197 11125-107

1025/197

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1025/197



# ADVENTURE TIME

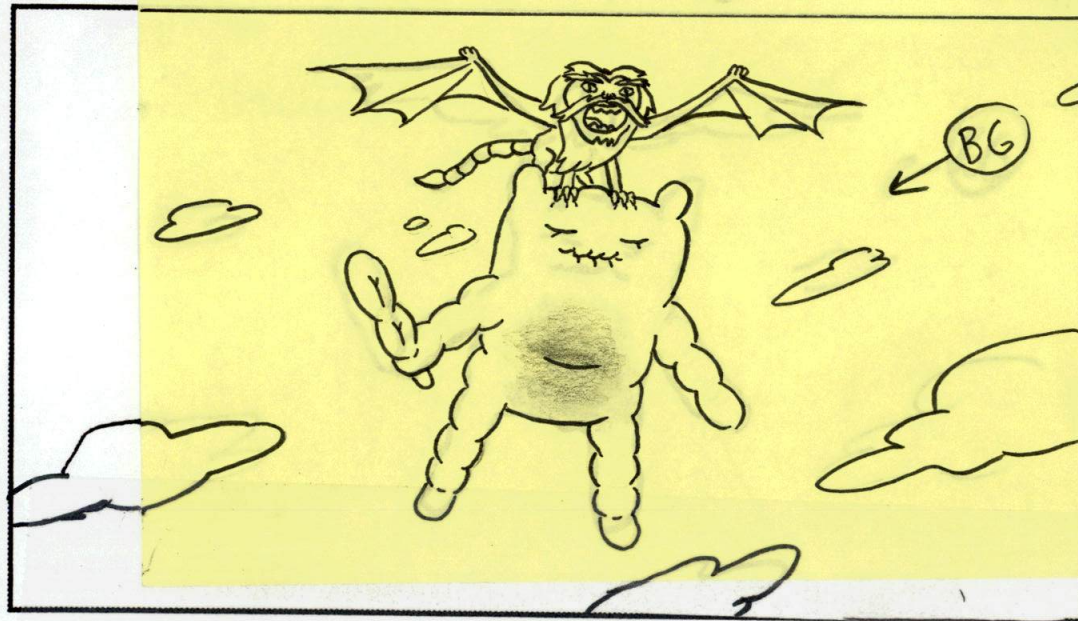


Sc. 176

Pnl. A

Bg.

day night



Sc. 176 *cont* Pnl. B

Bg.

day night



Dialog:

TM/ HAA!!!

Action:

- TM FLYING THROUGH SKY  
CARRYING BREAD FINN.

Timing:

- CYCLE (A), (B), (A), (B), etc.

- SLIGHT SWAYING OF BREAD FINN  
IN THE WIND.

SEP 18 2014

EPISODE #

1025-197

1025/197

Production:

Page 201



(it was in you the whole time)



# ADVENTURE TIME



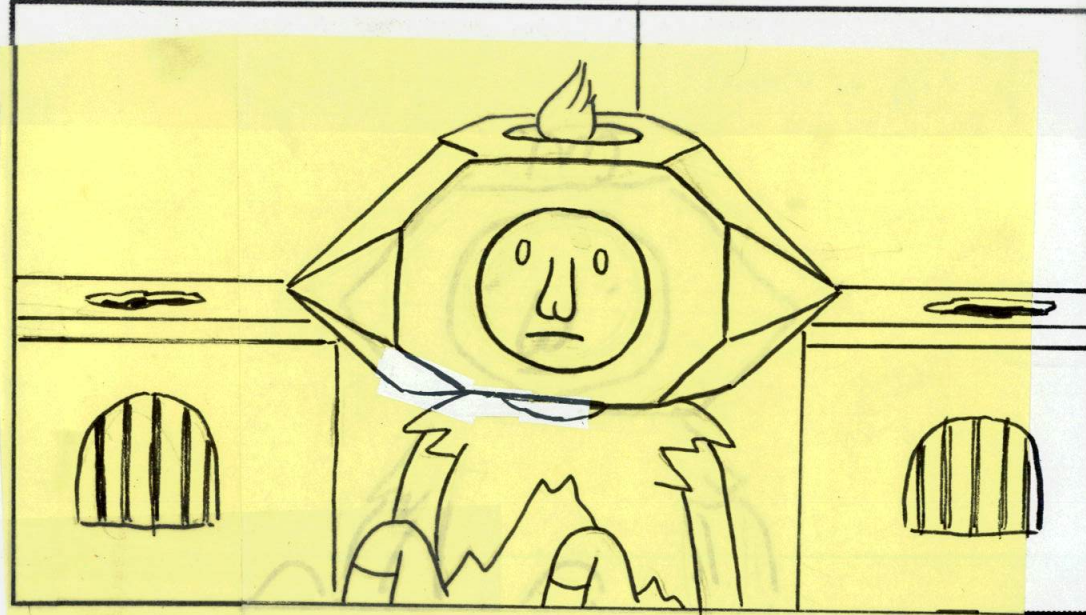
Page 203

Sc. 178

Pnl. A

Bg.

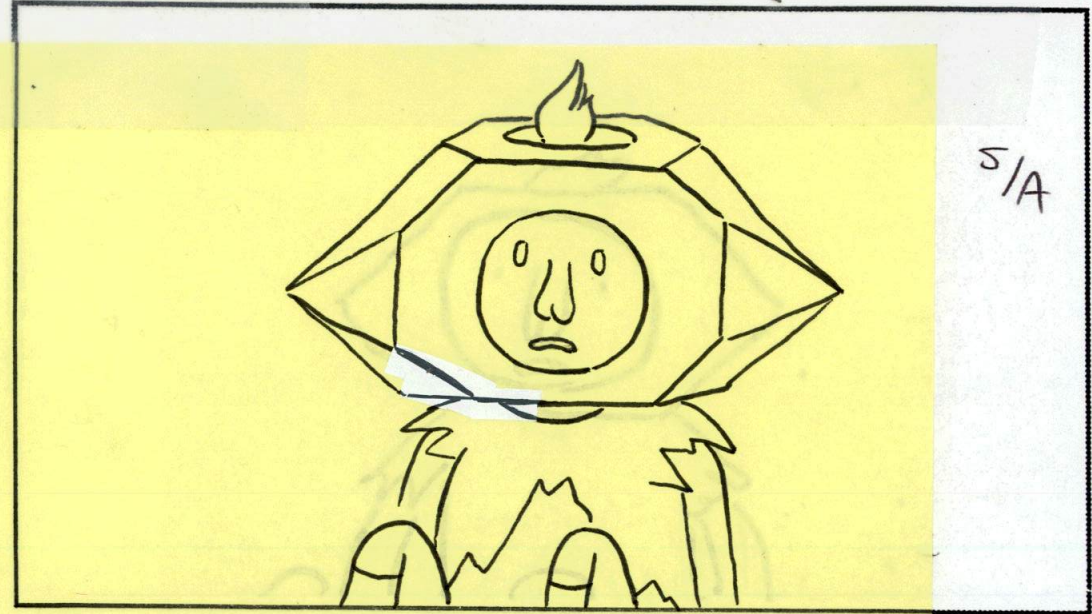
day night



Sc. 178 CONT Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

MM / What do normies  
do... get  
smoothies or  
something?

SEP 18 2014

END

EPISODE #

Production:

1025/197 1125-107

1025/197